



BONZO

BULLETIN

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MAY/JUNE 1988. No.28. THE GREAT SHOW AWARD !

GREETINGS !

I'm sitting comfortably thank you ! Since I fell off my chair a visit from Brian Bonner delivering two very plush leather chairs with arms has ensured that I can't do it again. Now Simon [a figment of YOUR imagination - and not to be confused with any other Simon mentioned here] thought that the other one was for him. I said to him "you have to break a wrist to get one !", and he wants to know who's wrist ! Jim Palmer was right, Simon thinks Jetset Willy is a disease suffered by the idle rich !

I'm miles behind with answering letters again, sorry ! Special thanks for info. sent to me must go to Bob Adams, Dave Coggins, Phil Wharfe, John Brown, Ray Mills, Frank Ryan, Simon Simpson, Chris Steggles, G. [George ?] Bantock, Mick, Stewart, Alan, Peter and others. Lief's real name is LEIF, apologies for that - but it does mean that I can't mention Mike Penney again ! Steve Ainsworth is leaving us, not for the DAKTARI, but for Jersey ! I can't think of a better place NOT to use a computer - Good luck, Steve ! Simon is reporting the Isle of Man to the Race Relations outfit. Bonzo would've reported them to the RSPCA. John Brown is just reporting ! AMSTRAD ACTION, 23 mistakes in our first half-page advertisement, reported to OED.

What's the GREAT SHOW AWARD ? Well Luke and Co., complete with BONZO ENBLAZONED LIVERY will be hoping that THIS time on the hour any-hour, they WILL find some fellow meddlers. Meeting point is the SIREN STAND, and one-o'clock on the Saturday will see the SPECIAL PRESENTATION [Bag of JB's ?] to THAT Simon. [Cobb that is]. At this point OUR Simon is scurrying about, resplendent in nurse uniform and wearing a cardboard dangly watch, secreting little bags of something in all manner of strange places. No - NOT there, Simon ! It'll interfere with your metabolism.

We all know that external ROMs can seriously interfere with "meddling" don't we ? Not just a ROMOFF command, but REMOVE them ! The exception will be DK EXPANSION ROM left on for HACKPACK transfers. OK., that seems to be that, or is it ? Gary reports that the "special" version of OUT OF THIS WORLD works on one 6128, but not on another. It works on mine, but not on Derek's - and there's more like that. All the 6128's were running under the same conditions, mysterious eh ? Add to that the fact that Phil W.'s 6128 won't run SHADOW SKIMMER, tape or disc - and that Dave's 6128 runs some games OK when first switched on, but not an hour or two later ! Someone else has a 6128 that will run some games ONLY when it has been on for a few hours but not from "cold". A deal of correspondence ran between myself and another patient "meddler" who couldn't get OPTION 4 or OPTION 5 to work for him. Eventually the 6128 was sent for "repair" - twice before they fixed it. It transpired that there was a chip overheating - problem now solved. I had a new 6128 a few months ago that seemed OK, until I tried "LIVING DAYLIGHTS" - the screen was disjointed and the game looked odd. Dixons supplied 3 replacements until I got a good one ! What's all this about then ? Alan Sugar has let it be known that the 6128 board has been re-designed to "improve efficiency", as a secondary benefit it will apparently be cheaper to produce. Choose your own order of priorities for this change ! Early days there were problems with the ULA [Uncommitted Logic Array, Simon - not underwear, legs and armpits] overheating, but that was apparently fixed. All we can say for certain is that where these "funnies" occur they concern one or more of the following:

A) Directly instructing the Disc Controller [FDC 765]. (B) The Video Controller [MD6845] (C) The Gate Array [40010]
The fact that the games that refuse to run on the "odd" machines are NOT all the same, those that refuse to run on one may be perfectly OK on another tends to indicate different faults - UNLESS the Gate Array is totally responsible. Perhaps there's a "hardware man" out there who can elucidate what to me is a confusing subject ? Is it a fault or a design change ? Enter Simon with bent knife, fork and broken watch with two shoelaces attached. Reckons he'll fix 'em; more chance than I have !

COMPILATION NEWS

ALL STARS COMP. [THE EDGE] BOBBY BEARING, FAIRLIGHT 1, BRIAN BLOODAXE, MINDSTONE - ALL OPTION 1.

FAIRLIGHT 2, & PALITRON are HACKPACK. WARLOCK is BLITZ [ODD]. SHADOW SKIMMER & INSIDE OUTING are NOTHING AT ALL [SPECIALS].

COMPUTER HITS 4 12 GAMES, combined info from several sources arrive at BRIDES OF FRANKENSTEIN, REVOLUTION [*** !], UCHIMATA, STARQUAKE, TRIAXOS and DE-ACTIVATORS being OPTION 1. ANTIRIAD and PULSATOR are OPTION 2X, SPINDIZZY is HACKPACK. ELEKTAGLIDE is BLITZ, and GEORGE (I think !) BANTOCK reports DANDY as part OPTION 5, part 2X, but doesn't work properly ! With that combination - full marks for effort ! - I'm surprised that it would run !

MICROVALUE 4 GREAT GAMES 2 - George again ! KING TUT - OPTION 1. COPOUT - BUNLOCK. FUTURE SHOCK - OPTION 4 + PICBONK [How does he do it ?]. BATTLE OF PLANETS not mentioned but should be OPTION 4 as original.

MICROVALUE 4 GREAT GAMES 3 - Guess who likes compilations ! DIVE DIVE - HACKPACK. CUSTARD PIE, EQUINOX, IAN BOTHAMS CRICKET [sorry about the back Ian !] all OPTION 1.

GOLD COLLECTION 3 ALL go BLITZ - note that PART TWO of BLACK MAGIC needs the CODENAME "QUALTAN" to be entered when transferring. REVOLUTION [Again ?] needs you to look under the BLITZ heading. LEVIATHAN is MAIN FILE ONLY.

Note the reason for my oft quoted "watch out for compilations". REVOLUTION, UCHIMATA, STARQUAKE & EQUINOX, good examples of the changes. Andrew Mohan says the ALL STARS TAPE is "dodgy" - return it. The replacement will probably be dodgy too, but on other games. Simon says "why is a dodgy tape like Chelsea Football Club ?". Get lost Simon.

STREAKER Reported "bugged" months ago. John re-bought expecting it to be sorted out by now. Was it ? NAAAAAH ! Good eh ?

OPTION 1 STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE-Where worthy of note, "*" SEE NOTES FOLLOWING.

METROPOLIS, TIRANOG*, IAN BOTHAM(C), CUSTARD PIE FACTORY(C), REVOLUTION(C), UCHIMATA(C), EQUINOX(C), LEAGUE CHALLENGE, TENPIN CHALLENGE, COLOSSUS MAHJON, ZARKON, BLOOD VALLEY*.

Luke reports BLOOD VALLEY via HACKPACK saves loads a space, OPTION 1 needs the loader that follows. Stewart provides the TIRANOG loader. The main file of ZARKON will "stand alone" [and crunch to 24K from 48K !]

```
10 REM: TIR NA NOG/ OPTION1, RELOCATION OFF / dun by Stewart [ EDIBLE COMPUTERS ]
20 REM: OMIT LINE 50 FOR NO LOADING SCREEN :FILES TNN,TNN1,TNN2 - RELOCATION OFF : TNN NOT USED IF LINE 50 OMITTED
50 OPENOUT"d":MEMORY &5DB:CLOSEOUT:LOAD"TNN":POKE &61B,&C9:CALL &5ED: L=110: A=&Be80
70 R=0:READ A$:IF A$=CHR$(42) THEN CALL &be80
80 FOR s=1 TO LEN(A$)-1 STEP 2:Q=VAL("&"MID$(A$,S,2)):POKE A,Q:A=A+1:R=R+Q:NEXT s
90 READ c:IF c<>R THEN PRINT"error in line";L:STOP: ELSE L=L+10:GOTO 70
110 DATA 21bcbe34060421b9be11,098
120 DATA 6000d5cd77bce1cd83bc,1570
130 DATA cd7abc003ec93297be21,1202
140 DATA d852228abecd00be21ca,1418
150 DATA 9e11caad01709eedb80e,1256
160 DATA ff21d861cd16bd544e4e,1257
170 DATA 30ff,303.*
```

BLOOD VALLEY 10 REM: fix BLOOD VALLEY - I think this is right, I had to work it out backwards.Col.
20 MEMORY &403f:LOAD"BLOOD.BIN",&4040 :POKE &404d,&cb:POKE &4047,0:POKE &4048,0:POKE &4049,0
40 FOR X=&be80 TO &be91:READ A\$:POKE X,VAL("&"A\$):NEXT:CALL &be80
50 DATA f3,21,40,40,11,40,00,01,42,23,ed,b0,01,ff,b0,c3,40,00

OPTION 2 HEADERLESS FILES. [But use OPTION2X !] Of course there's something: YOGI BEAR - that's all folks !
The mention of WRIGGLER [PLAYERS] last month omitted to say that it required a "dummy" start tape to be done in the time-honoured fashion. Those that know it - do it. Them as don't, HACK PACK it ! Re-issued DARTS 180 may NOT be MASTERX type.

OPTION 3 FLASHLOADERS..... SUPERSTUNTMAN - or BLITZ it !

OPTION 4 Not to be confused with the MENU OPTION !

Nothing new here, you're not trying are you ? It is a most "unlikely" routine ! Current list is :

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY' WALLY, SAS STRIKEFORCE, AVENGER(not the S'lock early vsn.)
FUTURE KNIGHT, EQUINOX, FOOTBALLER 'O YEAR, LIVING DAYLIGHTS, HERBERT'S DUMMY RUN, 3 WEEKS IN PARADISE, and TANKBUSTERS[some versions, and probably 464 only !], 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD].ON THE RUN

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !

You can add METAL ARMY, CHAMPIONSHIP SPRINT [The DESIGNER is "no no" at present] and the main file of GREAT BRITAIN AIR RACE.
Current full list is;

BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, NIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT.KARATE*, TETRIS, REFLEX, FIRETRAP, CHAMP'SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS*, SHANGHAI KARATE[pt.1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF]
Phil Wharfe got fed up with all OPTION 5 filenames starting with "C" and has devised a RENAME"C" mod for it. A little long for inclusion here, but a disc and small contribution to our busiest informant will get it for you. A very nifty rename file putting the numeric character to the end for HACKPACK 6128 files will be included.

Phil's address; PHIL WHARFE 52 SEDGEMOOR ROAD, BANKFIELDS, ESTON, MIDDLESBOROUGH, CLEVELAND TS6 6QA.

OPTION 6

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA* & re-issued ALIEN 8, GHOSTBUSTERS, MOL'C'MAN & SABRE WOLF.

Killer Cobra needs the "dummy" tape file technique, and ROLLAROUND as mentioned last month is sadly a "special". For COBRA transfer the first two files with OPTION 1 - Stop the tape at that point and remove it. Call it Jim. Now load the basic file from disc, note the quaint remarks, and ALTER line 90 [and 100] to read as follows. Now get a blank tape , name Wendy, in your player, and run the altered basic file. It will pick up the binary file, modify it and save it to Wendy. Rewind Wendy. Now run OPTION 6, allowing it to pick up the file on Wendy. As soon as it has it, swap Wendy for Jim and allow it to continue. You will be rewarded with "KILLER" files that work perfectly. Don't forget to get your levels correct ! Sounds complicated, but it's not! All you are doing is re-creating the binary file at an address that suits us, and without the need for the basic file - which was only there so that the authors could tell us how cute their loading system is ' Simon just fell off his Pogostick laughing.

```
90 MODE 2:INK 0,0:INK 1,0:BORDER 0:POKE &BCA7,&C9:POKE &BBBD,&C9:POKE &BB51,&C9:POKE &BC02,&C9:LOAD "killerco"
100 FOR t=0 TO 512:POKE &700+t,PEEK(&A200+t):NEXT: :TAPE:SAVE"killer",0,&700,&200,&700
110 REM: USE AS DUMMY LOADER, GAME TAPE LEFT AFTER TWO FILES done by OPTION ONE.
```

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !] , this is also on BSM1988 and takes care of at least:
ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19]

From my knowledge of the BLITZ file I know there are a number more, but I am reluctant to "report" them without confirmation.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

RACE AGAINST TIME (SPORTAID), KONAMI GOLF, BLACK MAGIC2, REVOLUTION†, and main files of LEVIATHAN[C] and VIXEN.

Luke reckons that someone should be "done" for the blurb on R.A.T. - "BEST GAME EVER WRIT". No Simon, you can't CHOOSE who ! The "freebie" IMPOSSIBLE MISSION is BLITZOLD (and probably OPTION 3). REVOLUTION is transferred as detected, but will only run if you employ this loader;

1 REM: This "fixes" the REVOLUTION transfer made by the BLITZ or BUNLOCK file. Just RUN this

```

10 CALL &BFF:MEMORY &3F7C:LOAD"revshf1",&3F7D
20 POKE &3F81,&31:POKE &3F82,&FF:POKE &3F83,&D6
30 POKE &4064,&C3:POKE &4065,&7D:POKE &4066,&AF
40 OUT &BC00,1:OUT &BD00,&20:OUT &BC00,2:OUT &BD00,&2A:OUT &BC00,6:OUT &BD00,&18
50 FOR x=&BE80 TO &BE8E:READ a$:POKE x,VAL("&"+a$):NEXT:CALL &BE80
60 DATA f3,21,7d,3f,11,7d,af,01,12,01,ed,b0,c3,1f,b0

```

BLITZHH There is a BLITZHH file on the current BLITZ disc that deals with "THE HIGHWAYS", not worth up-dating the disc for. It was done just to prove a point - but may be useful to those stuck with the games. Note that ALL these lists are direct loads to TASWORD from proved working files. They are correct ! This will create BLITZHH which should be run just like BLITZ/BUNLOCK.

5 REM: needs BLITZ file BL as marker / BSM users note the value of s is peek(&4037) with OPTION 5 loaded at &4000 !

```

10 MEMORY &9000:LOAD"b1",&9001:s=PEEK(&9032)+3
20 FOR x=&9ef0 TO &9ef0+&250:READ a$:y=VAL("&"+a$):POKE x,y XOR s:cs=cs+y:NEXT
30 IF cs(<)68350 THEN PRINT"Oh dear, your fault Simon !":END:ELSE SAVE"BLITZHH",8,&9ef0,&250,&9ef0
100 DATA 68,49,d6,58,09,e6,48,89,48,a4,f9,8a,09,e6,49,49,63,71,f4,6b,4d,f9,84,7e,f4,4f,49,58,49,d9,84,3e
110 DATA f5,6b,33,e6,a4,0a,ea,e6,a2,ac,84,ca,f5,84,33,f5,a8,6b,99,e6,58,40,49,50,37,7b,d2,e6,7b,c3,f9,6a
120 DATA 37,7b,d5,e6,7b,c2,f9,4f,4e,68,49,49,58,bb,e6,37,b7,09,b3,cf,e6,5b,5a,6a,59,bc,68,b6,e2,58,09,49
130 DATA 47,4e,84,87,f5,68,bb,e6,4f,41,58,49,49,9c,84,c5,f5,a8,58,49,49,ac,88,77,4b,84,d1,f5,84,c6,f5,e6
140 DATA 48,37,b3,a4,30,84,7e,f4,63,32,f5,6b,b9,e6,77,8a,7b,33,f5,68,9b,e6,6b,32,f5,68,b6,e2,58,09,49,8a
150 DATA e6,70,bc,ac,68,7e,f4,7f,8a,68,b3,e6,6b,71,f4,77,86,7b,33,f5,63,b9,e6,6b,32,f5,84,33,f5,a8,b8,80
160 DATA 49,49,0b,05,00,1d,13,0f,05,79,a8,6b,cb,f9,a4,16,7b,30,f9,68,49,49,6b,71,f4,77,86,7b,7e,f4,68,49
170 DATA 49,58,e9,e6,48,09,49,a4,f9,90,82,d8,a4,00,90,84,0d,49,84,7e,f4,68,b6,e2,58,09,49,47,4e,84,87,f5
180 DATA 68,b0,e6,7d,68,bb,e6,4f,41,58,49,89,9c,84,c5,f5,a8,58,49,09,48,49,49,77,4b,84,d1,f5,84,c6,f5,49
190 DATA 77,80,7b,06,f9,49,49,49,68,09,49,6b,73,f9,49,49,49,68,f2,ef,6b,0b,f9,84,79,f9,84,cd,f9,68,e9,e6
200 DATA 58,49,49,48,09,49,a4,f9,77,49,a4,06,48,59,bf,a4,00,8a,49,49,68,b0,e6,7f,66,68,49,49,6b,73,f9,6b
210 DATA 1f,f9,68,77,f9,7f,3e,68,03,f9,7f,ca,68,04,f9,7f,33,68,06,f9,7f,49,68,49,89,6b,10,f9,68,09,49,6b
220 DATA 2b,f9,68,73,f9,6b,2c,f9,68,79,f9,6b,16,f9,77,84,7b,17,f9,7b,1c,f9,7b,23,f9,68,7e,f4,6b,22,f9,4f
230 DATA 41,68,08,f9,7f,49,6a,59,b2,68,bb,e6,4f,4e,58,e9,e6,9c,84,c5,f5,a8,58,29,48,48,6c,f9,77,4b,84,d1
240 DATA f5,84,c6,f5,80,49,49,49,49,49,49,49,49,49,49,49,0d,7a,7e,60,65,08,44,62,4a,05,0d,40,01,05,65,6a
250 DATA 79,79,79,79,44,65,4a,05,0d,40,0d,0c,65,6a,08,0f,08,79,44,64,4a,05,0d,40,0b,0a,65,6a,79,79,7d,79
260 DATA 44,67,4a,05,0d,00,1b,44,66,4a,0c,11,11,44,79,4a,1b,0c,1a,40,7b,65,0a,44,78,4a,06,1c,1d,40,61,0a
270 DATA 60,65,0a,44,7b,4a,0c,11,11,44,7a,4a,0a,08,05,05,40,6a,79,79,7d,7d,44,7d,4a,0a,08,05,05,40,6a,0b
280 DATA 0d,7a,7e,44,77,4a,0b,0c,0e,00,07,73,05,0d,40,01,49,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00

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RAM DAM WHAT'S THIS ?

Paul Gibbons reports SPACED OUT transfers by this old routine ! Could be the address difference of the intercept routine on HACKPACK that causes this anomaly. No I've not checked it - no need in this case. Shows again that determination will often show me up ! Put your teeth back in, Simon !

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

BOBSLEIGH[LR], TTRACER[LR], PACIFIC[LR], POPEYE[LR], GOTHIK[LR], DIVE DIVE, POGO STICK OLYMPICS, ASHKERON, FRANKENSTEIN ADVENTURES-ALL 3 from CRL, are the latest "new ones". The re-issue of RIGEL'S REVENGE is NOT HACKPACK - Nor OPTION 6, but close! A brisk trade with SILVER COLLECTION from FIREBIRD has been useful. BOBSLEIGH is a surprise - many thanks to D.(DETERMINED?) PACE for the info, takes it off the "Specials" list. I didn't believe it, LAST RESORT & ALLOW RESET. So I tried some more with the "AMSTRAD" second file and came up with PACIFIC and TTRACER which were also previous "Specials" ! Shows how quickly I convince myself that a game IS a "Special", and how I get humbled by meddlers ! TIRANOG produces files that don't run - but OPTION 1 plus some of Stewarts "jiggery pokery" fixes that. See elsewhere. No Simon, I know you're in bed when that's on ! For those of you that kept asking about HACKPACK filenames with the numeric character at the END, Phil has the answer. See OPTION 5.

DOO DAH

NOTE that LEGEND OF KAGE and YES PRIME MINISTER are OK clones. More important to note is that MANY games starting with a binary loader will run under BIGBONZO FORMAT by using BBPATCH from the BLITZ disc. It doesn't only apply to BLITZ transfers. Works just as well for OPTIONS 2X,4,5 & 6 plus most OPTION 1 with binary loaders.

CUTE DISC WHAT IS THIS - WHO KNOWS ?

John Brown wanted to use CUTEDISC under BIGBONZO FORMAT without having to transfer it to the large format. A few added lines sorted it out, with the option for BBONZO built-in.;

```

5 GOSUB 1000: REM ***select format*** / ADD THESE TO THE CUTEDISC FILE
1000 MODE 1:LOCATE 9,6:PRINT"BIGBONZO FORMAT Y or N"
1010 WHILE A$(">"):A$="":WEND:WHILE A$="":A$=UPPER$(INKEY$):WEND
1020 IF A$="Y"THEN RESTORE 1060 ELSE RESTORE 1070
1030 P=PEEK(&be42)+256*(PEEK(&be43))
1040 READ A$:FOR X=1 TO (LEN(A$)-1) STEP 2:Y=VAL("&"+MID$(A$,X,2)):POKE P,Y:P=P+1:NEXT:CALL &BB00:RETURN
1060 DATA "2800030700cc003f00c00010000100720a2032e502040000ff"
1070 DATA "2400030700b3003f00c00010000000c1092a52e5020400ff00"

```

Because it adds to the length of CUTEDISC there are some extreme cases [in transfers to tape only] where it may get a problem, but not much to worry about. The same idea can be freely adapted to use where the fancy takes you.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
 MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER, SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, GALIVAN, EAGLES NEST, KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY, HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE*, HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RAMPAGE*, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each], FORBIDDEN PLANET, 3DFIGHT, BILLY, FLASH, SOCCER86, MGT, ZOX2099, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR.

BONZO BLITZ, OPTION4 and OPTIONS transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! *NOTE NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.*

BANK RAIDING without BANKS ?

Still available from LUKE A useful meddle! This program will work on any machine, virtually automatic, and will enable you to "grab" some of those otherwise "specials". Makes a good job of most HEWSON type loaders too, Yes including NEBULUS ! Recommended, a disc and a donation to Luke's Development fund -

LUKE IRELAND, 4 LONG WOOD, BOURNEVILLE, BIRMINGHAM , B30 1HT.

INFINITE WOTSITS and ETERNAL THINGIES

Gerard's BIGGY for BARBARIANS held until next issue: Meantime PRESS TAB on RICOCHET, SHIFT & TAB on OLLIE & LISA - just for fun.

HARRY's CRUNCHY FILES AMAZING SAVING, Just like a sale at TESCO'S ! 42K PING PONG ? NAAAH ! 21K !

Harry's latest version will now compress HACKPACK [6128 FILES], BLITZOLD, BLITZ [and BUNLOCK], BLITZ4, BLITZNU, and single binary file transfers. Many examples quoted from happy users of savings up to 20K per game. A "built-in" option to run from BIGBONZO format too ! Harry will up-date your old version as a treat, if you've not got it yet then here's how: Harry supports a local children's cause, cheques made payable to HARRY MOORE will be used to swell the funds. Send cheque and disc to me, and I'll sort it out for you.

WADAMIGONNAREADNOW?

MACCI from MACCI 59 The Green, TWICKENHAM, TW2 5TU - Note the NEW ADDRESS £1.00 plus a GIANT SSAE gets the works.
 SUGAR-CUBE from STEVE BROKENSHIRE 23 HILLSIDE CRESCENT, BARNETBY-LE-WOLD, Nr. BRIGG, S.HUMBERSIDE. [PRESTEL 01112310]
 Tel 0652 680636 Delay in publication due to Steve's recent move, making it as late as this is. All will recover shortly.
 ADVENTURE PROBE No longer in my "good books" [No fault of SANDRA at all]. Recent changes give cause for concern - stay away is the advise. We believe subscribers WILL get their issues as usual. Some subscribers "in the know" have cancelled. -
 WHAT POKE Bad news for Dave Evans. They have gone "bust", gone "walkies", gone with "loadsamoney" - not theirs either !



BANKRAID

by NEIL MacDougall. 130 Robin Way,
Chipping Sodbury, BRISTOL BS17 6J5
Send £6 + Blank Disc. Exp. Mach. Only.

THE MASTER CRIMINAL RETURNS ! After a month at Queenie Hotel ? [EXAMS he said !] Take that stocking off your head, Simon !
Chop chop busy busy work work bang bang ! [Really ? C.]

I shall start again with the solution to the last problem. Applying some inverse logic should provide the answer. Dividing 128 by 2 gives 64. The square root of which is 8. The answer therefore is NOT 8. Those paying attention to BB 18 will have noticed that the Aliens patch address should have been &80a2 and not &8082 as I printed - I thought I'd make you sweat it out a bit. If you want a neat screen then patch up the screen with your faithful artist jobbo and type this in, save it as ALIENS. (prog by Keith Hankin).

```
10 MEMORY &8000:MODE 0:BORDER 0:GOSUB 40:LOAD "ALIENS.BIN"
20 POKE &8f55,0:POKE &8f54,&30:POKE &8f51,8:POKE &8f52,1:POKE &8f59,8:POKE &8f5a,1:CALL &8f08
40 DATA 0,6,16,25,0,0,0,0,13,0,0,0,0,0,26:FOR N=0 TO 15:READ A:INK N,A:NEXT N:RETURN
```

Running ALIENS will give a perfect load!

Here's a small list of those definite transfers:

AUTOPATCH : Stainless Steel, Equinox, Herbert, Thing On A Spring, Avenger, Future Knight, West Bank, Jack The Nipper

SPEEDPATCH : Magmax, Gameover, Xevious, Arkanoid, Nemesis Warlock, Saracen, Brainache, Silent Service, Grand Prix motsit, Dizzy, Pro Ski Sim

KEYRAID : Willow Pattern

MANUAL : Krakout

TRONICFER : Strike!!!, Stormbringer

[Thanks to Frank Ryan for most of the above]

Bankraid II : RED LED goes as follows : Patch &8448; Mode 1; Locate &30 [that's courtesy of Keith Miller]

I expect it will go Manually with Raid 3 : patch as above, Locate as above !

LATE NEWS : A proper 464+64K Ram version of Bankraid III is available now, (thanks go to Tony Halford) and it is identical to the 6128 version.

Very busy month this, back to normal in two months !! A quick thought to end with : If 10 people can watch a 2 hour video in two hours, how long will it take 20 people to watch the same video ?

On a final note (middle C ?) how many viewers out there have been with Bonzo since news 1 ? The Bonzo Institution (was that the right word ??) needs YOU! Don't forget to post your subs for News 22 onwards NOW !

Anyway, enjoy the rest of news 20. What do you mean this is the end? Oh the end for me, what do you mmeaan (I've been chopped!)

THE BIG BUST THE HEWSON PAIR - CYBERNOID & NEBULUS Skip any basic file, you know the rest;

1 GETCYB - PRODUCES FILES FOR CYBERNOID - SCR 3/5/88

10 MODE 1:OPENOUT"0":MEMORY &FFF:CLOSEOUT

20 C=0:FOR S=&BE80 TO &BE9F:READ A\$:R=VAL("&" + A\$):POKE S,R:C=C+R:NEXT S:READ A:IF A<>C THEN PRINT"DATA ERROR.":STOP

30 CALL &BE80:SAVE"CN1",B,&8000,&1860:CALL &BE8C:SAVE"CN2",B,&1000,&7530:SAVE"CN3",B,&C000,&3A98

60 DATA 21,00,80,11,60,10,3E,87,CD,A1,BC,C9,21,00,10,11,30,75,CD,86,BE,21,00,C0,11,98,3A,CD,86,BE, ,C9,FF,3450

RUN IT.....

10 CYBERNOID LOADER FOR FILES CN1 (OPTIONAL), CN2, CN3 - SCR 3/5/88

20 MODE 1:INK 0,0:INK 1,24:INK 2,20:INK 3,26:BORDER 0:MEMORY &7FFF:LOAD"cn1":CALL &8000

30 OPENOUT"d":MEMORY &FFF:CLOSEOUT:LOAD"cn2":FOR s=0 TO 3:INK s,0:NEXT:LOAD"cn3"

40 FOR s=&be80 TO &be99:READ a:POKE s,a:NEXT:CALL &be80

50 DATA 33,0,16,17,0,2,1,48,117,237,176,33,0,192,17,163,117,1,152,58,237,176,243,195,0,2

10 THE NEBULUS HACK '88 BY THE MASKED MEDDLER

30 MODE 1:PRINT "REWIND THE NEBULUS TAPE AND PRESS PLAY"

40 FOR i=&BE80 TO &BEC6:READ a\$:POKE i,VAL("&" + a\$):tot=tot+PEEK(i):NEXT

60 IF tot<>7382 THEN PRINT"ERROR IN DATA":STOP

70 MODE 0:CALL &BE80

80 DATA 21,00,C0,11,00,40,CD,9E,BE,21,00,01,11,00,80,CD,9E,BE,21,00,40,11,54,38

110 DATA CD,9E,BE,C3,00,00,E5,D5,3E,87,CD,A1,BC,21,8F,BE,34,06,00,11,00,C0,CD,8C

140 DATA BC,D1,E1,01,00,00,3E,02,CD,90,BC,CD,8F,BC,C9,30,4E,45,42,55,4C,55,53

RUN IT..

10 NEBULUS LOADER -BONZO- VERSION ex Luke Ireland

20 MODE 0:FOR i=0 TO 15:READ a:INK i,a:NEXT

30 DATA 0,2,10,13,9,6,11,20,12,3,26,15,10,24,20,18

40 FOR i=&be80 TO &bed4:READ a\$:POKE i,VAL("&" + a\$):tot=tot+PEEK(i):NEXT

50 IF tot<>9281 THEN PRINT"ERROR IN DATA":STOP:ELSE CALL &be80

60 DATA 21,00,c0,cd,b8,be,21,00,01,cd,b8,be,21,00,c0,cd,b8,be,f3,21,00,c0,11,00,81,01,54,3b,ed,b0,21,0f

70 DATA 1d,11,00,87,01,c6,7f,3e,01,31,00,c0,dd,21,54,bc,fd,21,54,bc,fb,c3,00,01,e5,21,cd,be,34,06,08,11

80 DATA 00,c0,cd,77,bc,e1,cd,83,bc,cd,7a,bc,c9,30,4e,45,42,55,4c,55,53

SCREAM !

AUDIOGENIC Chatting to Nigel Alderton the other day. He was saying that he'd be delighted to hear from ANYONE capable of writing a marketable game, either from cold or to a storyboard. If you think you can offer anything that may be of use then contact Nigel, perhaps you can earn loadsamoney ! Nothing ventured etc. Drop Nigel a line....

NIGEL ALDERTON, AUDIOGENIC, WINCHESTER HOUSE, CANNING ROAD, WEALDSTONE, HARROW, HA3 7SJ.

NICK GEEVES Meddler of repute, has a 6128 project involving a couple of games in mind. Would appreciate some help, Machine Code. Graphics, ideas etc. "Haven't got a clue where to start", says Nick. All hands to the pumps, contact Nick at, **28 HORDLE ROAD, BEDHAMPTON, HANTS, PO9 4BA** TELEPHONE [0705 482915]. YES, I know it was in before - NO TAKERS - nasty !

As you will all know, telephoned help etc., from **BONZO TOWERS** during normal working hours. Monday evening is reserved for calls that cannot be made during the day. [0933] 623967.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish.

Luke's phone number - 021 - 458 - 4884

BRUM and COLCHESTER GET THE LOW DOWN ON THE USER GROUPS from **LUKE [ABOVE]**, **PHIL [BELOW]**.

PHIL THE DRUID [Colchester] offers general help, with adventures a special interest. Aided by Trevor the Hardware Man most problems should get sorted. Try Phil with printer problems !

P.A.FERRIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at, **140 CAPELRIG ROAD, NEWTON NEARNS, GLASGOW, G77 6LA**

DEBBY HOWARD - a distant member of the Colchester group is also a keen adventurer. Debby has completed a lot of adventures and will happily assist if you are stuck. Contact Debby :

18 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECOM GOLD 74:NIK1511 - PRESTEL 219997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures. All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !

PHONE is [0225] 26919 - that's BATH.

MORGAN'S QUEST Frank Grimshaw's adventure; much hard work and help from the Colchester mob has created a delightful adventure. Wanna copy ? Disc and a donation to **FRANK GRIMSHAW, 48 CRADOCK VILLAS, BISHOP AUCKLAND, CO. DURHAM, DL14 6HA**

GEE UP ! Andrew Mohan has done a Horse Racing predictor, disc and donation - see what you make of it - to Andrew;

Andrew Mohan, 75 PENNINE ROAD, GLOSSOP, DERBYSHIRE, SK13 9UL.

DAVE CROSSMAN Compulsive meddler and cruncher, wonders if anyone would like to correspond ? Also has for sale REAL TIME CLOCK & LIGHTPEN on ROM, £12 EACH. Can't be bad..... Someone write at least - an old hand at meddling is Dave.

BONZO ON ROM ? via **RODNEY TIPPING** 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

NEWSLETTERS & PRICES

Enough [well, nearly !] subscribers for 22 and beyond for me to confirm that the news will continue. It's £12.50 for one year (TEN issues), or £7.50 for six months (FIVE issues). The cheques that I was holding pending the decision will be banked before the end of May. Very many thanks for the convincing support you have shown. From issue 22 we plan to improve "readability" by decreasing the number columns from 128 to 90, and adding another page to compensate. Any other ideas would be welcome, let me know what you like/dislike etc. Yes, I know what you like Simon - but just eating the legs is wasteful !

BACK ISSUES

Issues 1-7 are available in a ten-page summary, devoid of waffle [hurrah !] for £1.75. Issues 8 to 19 are available at 50p. + SSAE as singles, or the full works of this idiot - 1-7, plus 8 to 19 for £7.50. Do you need them ? Probably not !

SPECIAL SPECIALS

A new feature to help offset the £12.50 (£10.00 for subscribers) SPECIALS. Each month I will sort two special discs to go at the old price of £6 each. To make it more adaptable I've sorted them out in "sides", any two sides makes one £6 special. **LORICIELS STRAIGHT SIX [2 - SIDES]**. **TRIVIAL PURSUITS & QUESTIONS [1]**, **GRYZOR 6128 [1]**, **HYPERBOWL+FLYSPY+NINJA[1]**, **ALIENS+TARZAN[1]**, **THING ON SPRING+THINGII+BOUNDER[1]**, **AGENTXII-ALL[1]**, **DRACULA-ALL[1]**. Yes, I MUST have the inlays which will be returned with the disc AND your cheque for £6.

FINALLY.....

There's still a mountain of stuff to wade through for future issues, but what I do need is as many reports as you can send me. I know it's a 13p stamp, a scribble on a sheet or anything, but it's invaluable to everyone in the long run. You'll not get an acknowledgement - but it will be the basis of the future newsletters. News 21, the last of the "cheapies" will be early July. If you pack up your computer for the summer, well done ! I wish I could. At this point Simon, with hair ablaze, wearing a bottomless galvanised dustbin, and making "choo choo" noises is heading at speed towards me. There's a glazed expression on what passes as his face..... I think I forgot the jelly babies this week !

HELP.... Colin. **NEMESIS**



The

BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
Ringstead, KETTERING,
Northamptonshire NN14 4DW.

Published by NEMESIS. - about ten times a year.

JULY 1988. No. 21. THE LAST HALF-NOTE NOTES

GREETINGS !

Well that's it then, no more el-cheapo Beano ! From now on only the blatant rich and/or addled brain meddlers will be getting their regular dose of cranial isometric work-out ! I estimate that somewhere in the region of 50% of all subscribers have re-subscribed for the treatment that will be dispensed with issues 22 onwards - not at all bad. Note the try-out of the "readability" change, and various other eyeball delights, can it get better? Simon says it will if I don't pick it. He's getting cheeky now that he's got his own spot [and I certainly won't pick that !].

The BIRMINGHAM BONZO BOYOS reported actually meeting up with someone this time ! Only one mind you, but it augurs well for the Centenary Celebration in 2088. Several lone show visitors reported finding no-one, and our Simon wonders who had the best deal.

Phil Wharfe's become a double agent [bought a DAKTARI], and when last heard from was trying to train a kitten to push the plastic mouse around so that he could get some time on a real computer [CPC stupid !]. Simon's put in a bid for a 5000 gigabyte Cray, muttering something about "that's a lot of fish - who's buying the chips ?".

Apologies are due to Dave Crossman for including his advert. for some goodies, but excluding his address in issue 20 ! I've put it right this time. Two adjacent commas in line 60 of the first file for the CYBERNOID bust fooled some of you. Delete one of them and it's OK, sorry. We put that right on the first re-print. Phil the Druid seems to have gone on an extended adventure, we would like to know how, where and what you are at Phil ! A short report from me [Not that sort Simon !], ROMS definitely clog up the works. OK ! As you can tell, sanity is still the missing ingredient - and things are not likely to improve whilst I get letters addressed to SIMON BOSSMAN, and SIMON 'IMWATDUSALLDEWURK.

Simon is running around in circles, alternately playing ENTRY OF THE GLADIATORS on a paper and comb, and shouting "Do my bit, do my bit !". Any more of that and I'll nail his other foot to the floor. Commonsense suspended for;

SIMON'S SPOT This may have suffered in translation from Simonese.

It seems that Simon has transferred with OPTION 1 a game called FRED. There are two files on the disc - FRED.BAS and FRED.BIN. FRED.BAS is a very simple loader;

```
10 MEMORY &3FFF: INK 1,26: INK 2,2: LOAD"FRED": CALL &5000
```

It doesn't work when Simon types in RUN"FRED". What should he do [NOT write to me !]. Very elementary for most of you, but not so simple if you are new to "meddling". Answer next issue.

MULTI-LOADERS

I won't bore you again with the obvious reasons why we cannot automatically get these completely to disc. Sometimes the extra files are in normal AMSDOS style, no problems for the likes of WORLD CLASS LEADERBOARD, ROAD RUNNER, GUADALCANAL. Again, sometimes, a mad meddler will work out some means of doing them and they become "specials" like, AGENTXII, GRYZOR, OUT OF THIS WORLD, DRAGONS LAIR 1 & 2, FRANK BRUNO's BOXING, SLAINE, KNIGHT GAMES, TRIVIAL PURSUITS, DANDY. For the most part they don't, can't, and who wants to re-write 100K of code anyway ! Latest nasties are KRYPTON FACTOR and EVERY SECOND COUNTS. Very amusing is NOT A PENNY MORE, NOT A PENNY LESS - where a desperate attempt to use the same version for tape and disc, with the tape version not allowing transfer to disc [the disc version has more files], has resulted in the classic "shot in the foot !". The tape version won't run on a 6128 ! The current compilation version of FRANK BRUNO gets a complete transfer to disc, but will need close attention to get the "boxers" to load. I'll maybe sort that for issue 22, meanwhile it's a special. The ones you can definitely forget [buy the disc version if you haven't already bought the tape !] are: EIDOLON, NIGEL MANSELL, GAUNTLET 1&2, COMBAT SCHOOL, PLATOON, OUT RUN, RENEGADE, WORLD GAMES, ARKANOID 2, LEVIATHAN, SUPERCYCLE, KILLED UNTIL DEAD, KRYPTON FACTOR, EVERY SECOND COUNTS, INDIANA JONES, FLASH GORDON. In the majority of cases you will at least get the main file - saves some 5-8 minutes tape loading time.

COMPILATION NEWS

A bit of confusion unravelled by Stuart Herman concerns;

MICROVALUE 4 GREAT GAMES 2 - true situation is, KING TUT - OPTION1. COPOUT - OPTION4.

FUTURE SHOCK - OPTION 1, but loader in NEWS 17 needed. BATTLE OF PLANETS - OPTION 4.

KONAMI ARCADE COLLECTION All BLITZ except HYPERSPORTS [will I fix it and get both parts ?]. Note that JACKAL, NEMESIS and JAILBREAK go under the new file BLITZ5 [Not really worth up-dating for yet !].

TRIPLE DECKER - ALTERNATIVE

CLASSIC MUCHER - OPTION1 [CRUNCH to save 6K]. CLASSIC AXIENS & CLASSIC INVADERS - OPTION2.

BACKPACK COMPILATION

BARRY MC. BOXING - BLITZ. MARSPOUT OPTION 1 [LOADER LATER !]. NIGHTSHADE - BLITZ.

STARION - as BIG BUST in NEWS 17. 3D STARSTRIKE - OPTION 1. XENO - as BIG BUST in NEWS8.

The rest, SUPERSLEUTH, MONTY ON RUN, NIGHT GUNNER, THING ON A SPRING all specials. [a £6 cheapie if you like !].

SIX-PAK VOL 3 - ELITE

GHOSTS & GOBLINS, PAPERBOY & ENDURO RACER (!) - OPTION 1. LIVING DAYLIGHTS - OPTION 4.

OPTION 1 * = see notes following.

WEREWOLF SIMULATOR. POKE EASY (!?). CASTLE BLACKSTAR*. BEYOND THE ICE PALACE*. HUNT for RED OCTOBER*. COUNTDOWN. SCARY TALES (Simon runs cross-legged towards bathroom, hair vertical). RALLY DRIVER*. ASTROBALL. HOPPING MAD.

Rally Driver needs a couple of mods that aren't so obvious as the loaders for the other games. List and modify, LINE 122 DATA &21,&99,&01 delete rest of line. LINE 123 - make the second byte 5 - equal to the length of the filename in the last line - DATA NAME, -1. OK ?

CASTLE BLACKSTAR LOADER You should find this instantly recognisable. RYI.

10 MEMORY 36863:LOAD"BLACKSTA.BIN":POKE &BCC8,&C9:POKE &BC6E,&C9:CALL 36864

BEYOND THE ICE PALACE

10 MEMORY 40959:LOAD"ICE.BIN",40960:CALL 40960 : REM Transfer made relocation OFF.

HOPPING MAD

1 REM: HOPPING MAD OPTION 1 LOADER

10 OPENOUT"s":MEMORY 3999:CLOSEOUT :LOAD"elite",4000:CALL 4000

OPTION 2 but use 2X

Never lets us down ! THE INHERITANCE [PART 1], EYE, DARTS 180 (revised)

Use OPTION2X to transfer EYE, it'll crash conveniently after displaying the piccy. Now transfer the remainder [one file , EYE2] with OPTION 1. Simply RUN"BACK1" and you're away. Being a clever-clogs I renamed BACK1 to EYE ! *DON'T BUY "EYE" if you don't have a COLOUR MONITOR.* Our reporter for INHERITANCE found it so "naff" that he couldn't be bothered to see what happens to PART 2 !

As reported last issue, the new/compilation release of DARTS 180 has a slightly different loader. Identified by the fact that the filename is NOT "*****". Guess what they've done [NO! SIMON, you're the only one that does THAT ! Stop it now !]. They've added about 4K of "garbage" to the flashing file, overwriting our routine. Well we don't need the garbage, and all that is required is an extra line added to the GETMAST file. Thereafter transfer as usual. The transfer will take place BEFORE the tape has finished loading - we just don't want the extra "garbage" like I said.

GETMAST MOD FOR DARTS 180

36 POKE &BE80,&21:POKE &BE81,&22:POKE &BE82,&40:POKE &BE83,&36:POKE &BE84,&AD:

POKE &BEEC,&80:POKE &BEDD,&BE:POKE &BE85,&C9: REM add to GETMAST for DARTS 180

OPTION 3 - Looks like everyone has BLITZ !**OPTION 4** Not to be confused with the MENU OPTION !

ANGLEBALL goes with OP4 - it does still go with HACKPACK. Full known list is;

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY' WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn.] **FUTURE KNIGHT, EQUINOX, FOOTBALLER 'O YEAR, LIVING DAYLIGHTS, HERBERT'S DUMMY RUN, 3 WEEKS IN PARADISE, and TANKEBUSTERS**[some versions, and probably 464 only !], **2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO**[main file], **DARKSTAR**[FIREBIRD]. **ON THE RUN** [early versions], **ANGLEBALL.**

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !
 New reports are SWORD SLAYER, STAR TROOPER and GUADALCANAL [OPTION 1 picks up subsidiary files making it a neat MULTI-LOAD full transfer]. The list is,
BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, KNIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT. KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS, SHANGHAI KARATE[pt. 1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF], SWORD SLAYER, STAR TROOPER, GUADALCANAL.*
 Remember the DESIGNER for CHAMPIONSHIP SPRINT ? The BSM disc now carries OPTION5X which deals with it. Or you can get busy with the listing that follows !

```
5 REM: CREATE OPTION5X COPYRIGHT NEMESIS 1988
10 OPENOUT"d":MEMORY &1EFF:CLOSEOUT:ADDR=&1F00
20 FOR X=0 TO &2b7:READ A$:Y=VAL("&"+A$):POKE ADDR+X,Y:CS=CS+Y:NEXT
30 IF CS<>54056 THEN PRINT"Simon did it - error !":END
40 SAVE"OPTION5X",B,&1f00,&300,&1f00
5000 DATA 21,0e,1f,7e,b7,ca,bb,1f,23,cd,5a,bb,18,f5,46,55,4c,4c,59,20,52,45,57,4f
5010 DATA 55,4e,44,20,54,41,50,45,20,49,4e,20,50,4c,41,59,45,52,2e,2e,2e,2e,2e,2e
5020 DATA 2e,2e,2e,2e,2e,2e,44,49,53,43,20,49,4e,20,44,52,49,56,45,20,2d,20,57,52
5030 DATA 49,54,45,20,45,4e,41,42,4c,45,44,2e,2e,2e,2e,2e,2e,2e,2e,2e,0d,0a
5040 DATA 0a,00,42,4f,4e,5a,4f,20,4f,50,54,49,4f,4e,35,58,20,2d,20,5b,43,5d,20,4e
5050 DATA 45,4d,45,53,49,53,20,31,39,38,38,2e,20,4c,75,76,20,42,6f,6e,7a,79,4b,65
5060 DATA 76,69,6e,20,50,61,72,6b,65,72,20,74,68,65,20,4d,41,53,54,45,52,20,57,48
5070 DATA 41,54,20,3f,2e,20,43,41,53,53,59,53,20,57,48,41,54,20,3f,cd,37,bd,00,00
5080 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
5090 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
5100 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,f3,06,00,11,40,00,cd,77,bc
5110 DATA 22,57,20,eb,cd,83,bc,e5,cd,7a,bc,f3,2a,09,00,22,38,20,22,4d,20,21,29,20
5120 DATA 22,09,00,af,32,00,ac,e1,e9,f3,e5,f5,3e,c3,21,00,ac,be,cc,3a,20,f1,e1,c3
5130 DATA 00,00,2a,01,ac,22,ba,20,22,a1,21,22,68,20,21,53,20,22,01,ac,21,00,00,22
5140 DATA 09,00,c9,f3,06,07,21,00,00,11,87,21,7e,fe,40,fa,63,20,12,13,23,10,f5,21
5150 DATA 00,00,3e,f3,be,22,9e,21,23,28,02,18,f7,3e,31,be,36,00,23,28,02,18,f6,be
5160 DATA 28,0a,36,00,23,18,f8,21,00,ad,18,03,21,00,b0,3e,49,2b,be,20,fc,2b,3e,ed
5170 DATA be,28,03,23,18,f1,2b,3e,f6,be,28,03,23,18,e8,23,36,c3,11,84,be,23,73,23
5180 DATA 72,21,bc,20,01,00,01,ed,b0,c3,00,00,f3,e1,22,42,bf,e1,22,3e,bf,e1,22,3a
5190 DATA bf,31,fe,bf,d9,01,89,7f,ed,49,d9,cd,57,bf,21,56,bf,34,21,4f,bf,06,08,11
5200 DATA 00,ac,d5,cd,8c,bc,e1,11,80,03,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9
5210 DATA 32,bd,be,11,00,c0,21,00,40,cd,f2,be,11,40,00,21,bb,a6,cd,f2,be,21,fb,be
5220 DATA 22,a8,be,22,b3,be,21,80,00,22,b0,be,21,56,bf,36,30,21,4f,bf,06,07,cd,a7
5230 DATA be,c7,ed,53,a8,be,22,b0,be,18,a3,cd,57,bf,00,00,00,00,00,00,00,00,00,21
5240 DATA 56,bf,34,21,4f,bf,06,08,11,00,ac,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e
5250 DATA c9,32,1e,bf,21,00,c0,22,11,bf,cd,63,bf,21,40,00,22,11,bf,cd,07,bf,31,00
5260 DATA c0,21,00,00,e5,21,00,00,e5,21,00,00,00,00,00,00,00,00,00,00,00,e9,58
5270 DATA 41,53,53,42,49,54,30,21,ff,ab,11,40,00,0e,07,cd,ce,bc,c9,3e,c9,32,00,00
5280 DATA cd,00,00,cd,07,bf,c9,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
```

OPTION 6 * = refer to NEWS 20.

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA & re-issued ALIEN 8, GHOSTBUSTERS, MOL'C MAN & SABRE WOLF, KUNG FU MASTER [AMERICANA]*

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least;

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME.

From my knowledge of the BLITZ file I know there are a number more, but I am reluctant to "report" them without confirmation.

BONZO BLITZ — THE SPEEDLOCK CRACKER ; New report:
INTERNATIONAL KARATE + on the compilation is BLITZ4 as against previous OPTION 5.

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops. BEACH BUGGY SIMULATOR, HUNTER OF OCTOBER. (There's loads more than that ! C.)

GOLDEN MOULDIES?

The el-cheapo WAY OF FIST goes with HI-BONKEY, but not BLITZ ! So I am advised twice !

DOO DAH A long list of OK recent clones from Frank Ryan.

BRAXX BLUFF, BOUNDER, PP8 GAMES DISCS 1 & 2, AMTIX STAR GAMES 4, PROTEXT, V, MINI OFFICEII NEXUS, PITMANS TYPING TUTOR, KONAMI COIN OP HITS, ROAD RUNNER, SCRABBLE, SPITFIRE 40, TANK COMMANDER, TORNADO LOW LEVEL, TRIVIAL PURSUITS, WAY OF TIGER, SOFTWARE PR 4 PACK. PIRATES. NO-GO are GET DEXTER and DAN DARE. The full list of WILL GO is very, very long. [Is it really Simon ? No ! I don't want to see it - thankyou.]

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, GALIVAN. EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE*, HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, JACK NIPPER2*, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RAMPAGE*, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each], FORBIDDEN PLANET, BILLY, FLASH, MGT, ZOZ2099, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR. TERRAMEX, BASUN, NORTH STAR, TOUR DE FORCE, SLAINE, SIDEARMS, UNITRAX

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

INFINITE LIVES AND INFERNAL THINGIES

The promised "goody" from Gerard. Not only will it give you a cheat mode, but you can get all of BARBARIAN to a BIGBONZO format by using Harry's screen cruncher. The listing virtually explains all. After crunching transfer all files [re-named] to a BIGBONZO FORMAT disc, there will be 3K free ! Reset your machine and erase the BIGBONZO file. Replace with the DISC.BAS file that follows the listed MENU.BAS. Run "DISC" !

```

10 'Barbarian Bigbonzo Cheat Loader : G TOON 10-4-88. SAVE as MENU.BAS
30 OPENOUT "d":MEMORY &17FF:CLOSEOUT:MODE 1:LOCATE 15,10:PRINT"BARBARIAN"
40 LOCATE 11,14
50 PRINT"Part 1,2,3 or 4 ?";
60 a$="":WHILE a$="":a$=INKEY$:WEND
70 IF INSTR("1234",a$)=0 THEN PRINT CHR$(7):GOTO 40
80 PRINT:PRINT:IF INSTR("12",a$)<>0 THEN INPUT" How many hits to kill enemy (1-12)";h
90 IF h<1 OR h>12 THEN h=12
100 FOR i=0 TO 15:INK i,0:NEXT:CLS
110 LOAD"BARB"+a$+"C.SCR",&1FD0:CALL &1FD0
120 LOAD"BARB"+a$+"A",&1800:LOAD"BARB"+a$+"B",&6AF2
130 IF INSTR("12",a$)<>0 THEN POKE &6D46,h
140 CALL &6AF2
150 'H1.BIN renamed BARB1.SCR:F1.BIN renamed BARB1A.BIN:J1.BIN renamed BARB1B.BIN
160 'D2.BIN renamed BARB2.SCR:F2.BIN renamed BARB2A.BIN:H2.BIN renamed BARB2B.BIN
170 'H3.BIN renamed BARB3.SCR:F3.BIN renamed BARB3A.BIN:J3.BIN renamed BARB3B.BIN
180 'D4.BIN renamed BARB4.SCR:F4.BIN renamed BARB4A.BIN:H4.BIN renamed BARB4B.BIN
190 'Erase all other files.
200 'All .SCR files have been reduced in size with the Screen Cruncher
210 ' SCREEN CRUNCHER from Bonzo News 16.
```



This will also work with 3D FIGHT. Try it on any LORICIELS you have. It won't do all of them - but who knows what. Don't bother with other than LORICIELS. Called OPTION7 in hope!

10 REM: CREATE OPTION7 / COPYRIGHT NEMESIS 1988

20 MEMORY &9000:CLS:X=&9efe:GOSUB 50:a=1

30 IF cs<>58040 THEN 70 ELSE:cs=0:X=&a1fe:GOSUB 50:a=2:IF cs<>29318 THEN 70

40 SAVE "OPTION7",B,&9efe,&440,&9efe:END

50 READ A\$:IF A\$="bonzo"THEN RETURN

60 y=VAL("&" +a\$):cs=cs+y:POKE x,y:x=x+1:GOTO 50

70 PRINT"data error in section ";a:END

80 REM: SECTION 1 DATA

90 DATA cd,40,9f,f3,31,00,a6,21,00,a0,11,80,af,01,80,01,ed,b0,21,00,a2,11,80,be

100 DATA 01,00,01,ed,b0,31,00,c0,cd,37,bd,c3,80,af,42,4f,4e,5a,4f,20,4c,55,56,20

110 DATA 42,4c,49,54,5a,20,42,4f,42,42,59,20,54,49,4c,4c,59,20,3e,01,cd,0e,bc,21

120 DATA 52,9f,7e,b7,28,7d,cd,5a,bb,23,18,f6,4c,4f,52,49,43,49,45,4c,53,20,54,52

130 DATA 41,4e,53,46,45,52,53,3a,0d,0a,0a,54,61,70,65,20,5b,20,72,65,2d,77,6f,75

140 DATA 6e,64,20,5d,20,69,6e,20,64,65,63,6b,2e,0d,0a,44,69,73,63,20,69,6e,20,64

150 DATA 72,69,76,65,20,5b,20,77,72,69,74,65,2d,65,6e,61,62,6c,65,64,2e,5d,0d,0a

160 DATA 0a,50,72,65,73,73,20,61,6e,79,20,6b,65,79,20,77,68,65,6e,20,72,65,61,64

170 DATA 79,2e,2e,2e,2e,2e,2e,0d,0a,0a,00,cd,18,bc,c9,00,00,00,00,00,00,00,00,00

180 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,43,4f,50,59,52,49

190 DATA 47,48,54,20,20,4e,45,4d,45,53,49,53,20,30,37,60,38,38,cd,37,bd,06,00,11

200 DATA 40,00,cd,77,bc,c5,d5,eb,cd,83,bc,e5,cd,7a,bc,cd,86,b0,21,99,b0,34,21,92

210 DATA b0,06,07,11,80,be,d5,cd,8c,bc,e1,11,00,01,01,80,be,3e,02,cd,98,bc,cd,8f

220 DATA bc,00,3e,c9,32,b7,af,e1,d1,c1,22,fe,af,ed,43,aa,af,22,ad,af,ed,53,a2,af

230 DATA 3e,08,32,a0,af,cd,98,af,cd,37,bd,cd,de,af,18,1f,2a,17,bd,22,06,b0,2a,a2

240 DATA bc,22,80,b0,21,20,80,22,17,bd,11,00,b0,2a,21,00,36,c3,23,73,23,72,c9,c3

250 DATA 00,00,f3,22,22,b0,21,00,00,22,17,bd,21,10,b0,cd,16,bd,21,24,b0,34,3e,02

260 DATA be,28,05,cd,de,af,18,03,cd,9a,b0,c3,00,00,00,f3,d9,c5,01,89,7f,ed,49,d9

270 DATA cd,44,00,ed,56,cd,86,b0,cd,aa,b0,d9,c1,cb,d1,cb,d9,ed,49,d9,31,00,c0,c3

280 DATA 41,00,f3,d5,e5,f5,cd,7a,b0,f1,e1,d1,d5,e5,cd,a1,bc,d2,00,00,cd,aa,b0,d1

290 DATA 21,99,b0,34,21,92,b0,06,08,d5,cd,8c,bc,e1,d1,3e,02,01,00,00,cd,98,bc,cd

300 DATA 8f,bc,37,c9,3e,cf,32,a1,bc,21,00,00,22,a2,bc,c9,21,80,af,11,40,00,0e,07

310 DATA cd,ce,bc,c9,4c,4f,52,49,43,49,4c,2f,21,a2,bc,22,ee,af,21,25,b0,22,f1,af

320 DATA cd,ea,af,c9,3e,c3,32,a1,bc,21,48,b0,22,a2,bc,c9,00,00,00,00,00,00,00,00

330 DATA bonzo:REM NOW SECTION 2 DATA

340 DATA 00,00,cd,3d,bf,21,50,bf,34,21,49,bf,06,08,11,40,00,cd,77,bc,eb,cd,83,bc

350 DATA e5,cd,7a,bc,e1,22,c6,be,cd,37,bd,cd,a6,be,18,1f,2a,17,bd,22,cd,be,2a,a2

360 DATA bc,22,37,bf,21,20,80,22,17,bd,11,c8,be,2a,21,00,36,c3,23,73,23,72,c9,c3

370 DATA 00,00,f3,22,ea,be,21,00,00,22,17,bd,21,d8,be,cd,16,bd,21,ec,be,34,3e,02

380 DATA be,28,05,cd,a6,be,18,03,cd,51,bf,c3,00,00,00,f3,d9,c5,01,89,7f,ed,49,d9

390 DATA cd,44,00,ed,56,cd,3d,bf,cd,61,bf,d9,c1,cb,d1,cb,d9,ed,49,d9,31,00,c0,c3

400 DATA 41,00,f3,e5,cd,31,bf,e1,e5,cd,61,bf,d1,21,50,bf,34,21,49,bf,06,08,d5,cd

410 DATA 77,bc,e1,cd,83,bc,cd,7a,bc,37,c9,3e,cf,32,a1,bc,21,00,00,22,a2,bc,c9,21

420 DATA 80,af,11,40,00,0e,07,cd,ce,bc,c9,4c,4f,52,49,43,49,4c,30,21,a2,bc,22,b6

430 DATA be,21,ed,be,22,b9,be,cd,b2,be,c9,3e,c3,32,a1,bc,21,10,bf,22,a2,bc,c9,00

440 DATA bonzo

RED LED REVISITED

If you did the recent BIG BUST for REDLED, and get a funny fist - then use this loader.

10 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT

20 BORDER 0:LOAD"REDLED2"

30 OPENOUT"d":MEMORY &10ff:CLOSEOUT:LOAD"redled1",&1100

40 FOR x=&be80 TO &be8e:READ a\$:POKE x,VAL("&" +a\$):NEXT:CALL &be80

50 DATA f3,21,00,11,11,00,01,01,25,83,ed,b0,c3,00,01

BARBARIAN BIGBONZO DISC.BAS

```

10 ` Bigbonzo Menu Loader Jan 88 :by G Toon. Save this as "DISC.BAS"
30 MODE 1: INK 0,11: LOCATE 1,13
40 PRINT "   Drive A is set to Bigbonzo Format"
50 A=PEEK(&be42)+256*(PEEK(&be43))
60 READ A$: FOR X=1 TO (LEN(A$)-1) STEP 2: Y=VAL("&" + MID$(A$,X,2))
70 POKE A,Y: A=A+1: NEXT: CALL &BE00: RUN "MENU.BAS"
80 DATA "2800230700cc003f00c00010000100720a2032e502040100ff"

```



Hi Crims !

Clean shirt, new shoes, and I don't know what I am gonna dooohhh! Ah there you are - BOTH of you ! Cor, is it summer all ready? Most people pack their Ammies away during the summer (not me boss) which means that very little gets reported. I advise everyone out there to pack their computers away for at least 5 minutes, unpack them - on with the news. I thought BOB SLEIGH was Santa Claus's (I didn't say he exists) stable boy, but I am advised otherwise. Here's the transfer : [Raid III] Run DISC with Bankraid disc in drive, select install, and press return. Run this below, with tape in deck. When loaded, use P to save out as prog - screen not needed. ['ere, dunnit go wiv HACKPACK ? YEP !]

```

10 OUT &7F00,&C5: POKE &7E00,&C3: POKE &7E01,&0: POKE &7E02,&40: OUT &7F00,&C0
20 GOSUB 80
30 !TAPE: MEMORY &3FFF: LOAD "!BOBSLEIGH": LOAD "!",&A000: CALL &BE80
40 POKE &A048,&0: POKE &A049,&BF
50 RESTORE 110
60 FOR u=&BF00 TO &BF07: READ a$: POKE u,VAL("&" + a$): NEXT
70 MODE 1: CALL &A00F: CALL &BF00
80 FOR o=&BE80 TO &BEA2: READ s$: b=VAL("&" + s$): POKE o,b: NEXT
90 RETURN
100 DATA 21,00,A0,01,00,02,C5,11,9A,BE,06,08,1A,AE,77,13,10,FA,23,C1,0B,78,B1,20,ED,C9,
        ED,B0,CD,79,40,CD,37,ED,3E,FF
110 DATA 01,C5,7F,ED,49,C3,00,40

```

There was something else, (delve,delve, paper everywhere, delve,delve) - a little pokerydo (g'day) for Starstrike2. Way, way back in news number... err, way back in July, a Raid 2 Starstrike 2 transfer appeared. This prog gives yo infinite fuel,shields and laser! (t'was sent in by John Brown - round of applause)

```

10 MODE 1: MEMORY &18FF: BORDER 0: INK 0,0
20 LOAD "strike2",&8F00
30 FOR x=&8F81 TO &8F88: READ a$: POKE x,VAL("&" + a$): NEXT
40 CALL &8F00
50 DATA 3E,00,32,A0,24,C3,00,20

```

Just before I go - a warning. We Amstrad users have severe problems - one or two of the magazines are now giving 60 pages for £1.25. This leaves us only with the Alcoholic Therapy group (think!) to provide worthwhile reading material. Don't buy the garbage - support the users : take a look at Wadamigonaread. Start now before its too late. That's about it - the last of the old style news's. A sad farewell to those who won't be here with 22, for the rest, who knows - I might see you next month (that's more like it - suspense, mystery...)

NEIL

JAMES ROGERS — SUPERSTAR The "mystery" BIG BUST of JACK NIPPER 2
Once in a while I hint - only the canny spot it, only the keen pursue it. With commendable logic James decided that the KRAKOUT BIG BUST must do something else - it does, JACK THE NIPPER 2. Well done James ! THING2, AUF MONTY and DEATWISH3 don't - so don't go frantic !

SPECIAL SPECIALS

This is way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. We must have the inlay cards as proof of ownership, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

1+2 LORICIELS STRAIGHT 6 [2 SIDES]
 3 TRIVIAL PURSUITS [BB FORMAT]
 4 GRYZOR [6128 ONLY]
 5 HYPERBOWL, FLYSPY, NINJA
 6 ALIENS & TARZAN
 7 DEFLEKTOR, FINAL MATRIX, C.SLICKER

SIDE

8 THING ON SPRING, THING II, BOUNDER
 9 AGENTX II - COMPLETE
 10 DRACULA - COMPLETE
 11+12 KNIGHT GAMES [2 SIDES]
 14 SOLOMONS KEY, TRANTOR, RYGAR
 15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU - Note the NEW ADDRESS £1.00 plus a GIANT SSAE gets the works. !

SUGAR-CUBE the only other real user-magazine from ;

STEVE BROCKSHIRE 23 HILLSIDE CRESCENT, BARNETBY-LE-WOLD, Nr. BRIGG, S.HUMBERSIDE.
 [PRESTEL 011112310] Tel 0652 680636

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,
 140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 10A.

HARRY's CRUNCHY FILES

From a total of 61K each these represent typical disc saving space by using Harry's amazing files:

METROCROSS to 46K. EXPRESS RAIDERS to 52K. IMPOSSIBLE MISSION to 45K. TENTH FRAME 36K. They're just BLITZ transfers. Harry's files will deal with the main BLITZ options, HACKPACK 6128 transfers. OPTION 3 and 5 transfers, any "stand-alone" binary files, and any screens. Mark Lawrence observing that many "meddlers" don't know how to create a stand-alone file has come up with the definitive answer, so impressed with the CRUNCHY files was he ! Mark's article will appear in NEWS 22, wait for it !

In the meantime you should be aware that the CRUNCHY files are NOT for sale. Harry is a willing fund-raiser for a local children's cause - and what he wants are donations please! Send a disc to me, with a cheque for your donation made payable to Harry Moore and I'll do the rest. I'd appreciate a stamp too - my sideways contribution in terms of postage and Jiffy-bags is getting a bit steep !

How does "Crunching" work ? A long answer made simple. If six bytes are 45,45,45,45,45,45 then it's clear that they can be represented by &ff[marker], &06 [the next six bytes are], 45. That's just 3 bytes. Work from that and improve it, and you can write your own ! Obviously it's very complex finally, but screen crunching alone is fairly easy.

BUY BYE !**REAL TIME CLOCK, LIGHT PEN** - both on ROM

£12 each is all Dave Crossman wants. and you need his address !

DAVE CROSSMAN 61 THE CRESCENT, BREASTON, DERBY, DE7 3DE**GREEN SCREEN MONITOR - OFFERS ?****MP1 MODULATOR £12.50**

Both of these items available from Basil Dennis, telephone [0604] 404767 for details.

DARKSTAR the ADVENTURE

The game and instructions supplied on tape, £2.50 or send a disc and £1.50 for this intriguing adventure to;

DUNCAN WHYTE 4 PARK PLACE, DONFERMLINE, FIFE, KY12 7QJ**BUY BUY !**

Amstrad Action will carry the annual Summer Sales offer of any three discs for £30. Not a lot of use to some of you who have the BONZO essentials. If you don't have BLITZ or DOO DAH then you really should have them. If you haven't got FLASHPACK then you are missing something better than UTOPIA [and that is Alastair Scott's WACCI opinion]. If you've not got BIG BATCH you'll never win the pools, and if you like adventures and haven't got the adventure disc - then I'm ashamed of you !

Ain't it odd that recently MAGNETIC SCROLLS were applauded for the innovation of "no deaths" in an adventure. Four of the five that I wrote don't have either ! Another was applauded for the "first" adventure HEROINE [No Simon, it's got an "E" on it] - really ? Nuff sour grapes, I'll write this quickly so that not too many of you read it !

UNTIL JULY 30 ONLY - ANY two discs, £16. What are they ? All normally £12.50 each.

[1] DOO DAH. [2] BLITZ. [3] BSM/HACKPACK. [4] FLASHPACK. [5] BIGBATCH. [6] THE ADVENTURES.

Exclusions, NO TRADE, NO ACCESS. NOT after 30th. July. Include - "specials" discs.

BYE BYE !

It is inevitable that some subscribers at the old rate will not deem it worthwhile to re-subscribe at the new rate. I doubt that I would, but understand why a good proportion of you have re-subscribed. This issue is a "test" for the changed format, hence the extra pages - and from issue 22 onwards it can only improve. We are still depending on YOU to tell us what you know - for the benefit of ALL readers.

If you haven't sent £12.50 for the full year [10 issues], or £7.50 - six months [5 issues] then this is your last BULLETIN. If you have subscribed then many thanks, can we have some input from you from time to time, please ?

BACK ISSUES ? Still available. Issues 1-7 compiled in a "waffle free" form are £1.75.

Issues 8 to 20 are 50p. each (plus a stamp), the complete works of BONZO, 1-7 and 8 to 20 are a frightening £8.00. But it may rain until Christmas !

To those that go, it's a BIG BONZO BYE BYE from all at BONZO TOWERS. MIAOW !

BYE BYES !

I used to call this bit *FINALLY*. First the thanks to all who sent in super news, views, hacks, mags, and cheats. There's a lot unused, wish I could fit everything in. [No Simon, you'd very likely never get it back. In any case electric pencil sharpeners are nasty !]. Any BFFO "meddlers" in West Germany should drop me a note, so that I can re-circulate each of you with names and addresses of the others. Rank is not important - let's face it, if it's very rank you wouldn't be there !

Future plans ? Looking very closely and getting very intrigued by the idea of a NEWSWEEP - TYPE of BONZCOPY. Multi-format handling, but excluding the "squeeze" facility. The prospects of a rapid screen edit and dump utility look good. To sort out the things like the BIGBUST logo for example. ISSUE 22 ? I've masses of cheats, and big busts to choose from. The treat will probably be a screen - grabber from disc files. All I really need is plenty of notifications of new games from YOU ! That's if there are any, of course.

Lots of you write, and I do my best to answer - but you could help in many cases by sending a disc ! If you are querying a transfer, then send the tape too ! Obviously if my answer is going to involve lengthy explanations and lists, the provision of a disc will save us both time. One file equals a lot of words. Apart from that I can always use it to put any up-dated BONZO files on.

For the last hour Simon has been marching up and down with his hands around his throat saying "Evenin', Evenin' ". That's right, it's Simon Charades. Namedat Choon !

"SIMON CHANTED EVENING, YOU WILL MEET A STRANGLER". Good grief. Regards, Col. *NEMESIS*



The

BONZO

BULLETIN

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AUGUST 1988. No. 22. AMAZING DISCOVERIES by THREE SIMONS !

GREETINGS !

The amazing news is that SIREN have finally twigged what "STAND ALONE" means, not surprising is the fact that D+ lags a long, long way behind BSM. Various publications are announcing an assortment of new "AMSTRADS" due to appear, all based upon one morsel of information that may, or may not, have some substance. Time will tell [No Simon, not THAT Will Tell. Take the apple off your head !] EXTREME SCREAM: D'you know of JRT3 PASCAL ?? Our Simon [as opposed to the "Noisy Northerner" and Simon Simpson] wasn't offered any jelly babies in the last issue, which was the deliberate mistake that most of you spotted! Simon Simpson's wife confirmed Simon's "meddling" abilities by presenting him with another mouth to feed. The offspring is named April, confirming my suspicions that if your name is Simon then you'll be a bit behind the times ! Our Simon was "bit behind the Times" by Blitz the cat when trying to read the aforementioned newspaper ! [Yes, it was upside down. Eventually Simon put the newspaper to good use by cutting out a jacket with ten sleeves that he wears when in medieval mood ! I'll tell you why later.]

Simon [Simpson, that is] got back up to date by buying CHART BUSTERS 20 and finding that with three exceptions they all transfer OK. 17 on disc from a £10 tape can't be bad eh ?

I'm behind the times with answering letters as usual, much to the disgust of Colin Evans, Dave Coggins, Alastair, Neil, Ron, Keith, Chris, Norman, Stewart, Bob and probably a few others by the time you read this. It's the paradox that if I know you quite well then I'll keep you waiting as I think you'll understand the situation. If I don't then I'll reply pronto, 'cos that's the right thing to do ! I guess you'll all be adopting pen names to confuse me now ! Sometimes I get really exotic [No, not erotic Simon ! Harm can come to a young lad like that !] letters, like one from a Head Hunter in Papua New Guinea ! If you want some really rare stamps on your mail then pay attention when we get to the back page ! SIMON'S SPOT was much picked last month, so here's the answer and yet another of Simon's Screw-ups to unravel. Oh sorry, little acne lad; he wants me to tell you that the Times cut-out is his Coat of Arms. Grief, dribble, mumble !

SIMON'S SPOT Translated from Simonese by Stanley Unwin.

The answer to the issue 21 problem was simply that the load command should've read LOAD"FRED.BIN". It wouldn't normally matter about leaving out the 3 character suffix, but in this case your CPC has two FRED files. If the suffix is not included then Amsdos looks in turn for a blank suffix, .BAS and then .BIN. In this case it finds FRED.BAS, which in turn finds FRED.BAS etc., etc. !

Simon's problem this time concerns another OPTION 1 transfer, the files are FRED.BAS, FRED1.BIN, FRED2.BIN and FRED3.BIN. Interestingly OPTION 4 from BONZO shows the parameters for ALL three binary files to be the same - START &4000, LENGTH &0200, EXECUTE &0040. The basic file reads:

```
10 OPENOUT"D":MEMORY &3FFF:CLOSEOUT
20 LOAD "FRED1"
30 LOAD "FRED2",&A600
40 RUN "FRED3",&0040
```

Why doesn't it run from disc ? Simon says that it's because the ASCII code for the letter "F" isn't recognised by the CPC unless it's a basic file, and in any case his cardboard knickers have got a staple in them. Answer next time.

MULTI-LOADERS

Latest news concerns THE BARD'S TALE, which is so damn long you'll do yourself a favour to buy the disc version anyway. It is possible to juggle it about so that it all transfers and runs from tape - but you're stuck with tape saves, and you'll need to do that a great deal. BIONIC COMMANDOS and CHAMONIX CHALLENGE should also be acquired as disc versions. Simon thought his cardboard knickers were a CHAMONIX CHALLENGE but I think he means a different kind of "NIX". Just seen CAPTAIN FLOOD, another multi-loader, the main file has been hacked out [as have CHAMOMIX and BIONIC] so I have them if you are stuck. It's not too bad as the levels do load fairly quickly. Disc version of BARD "clones" with DOO DAH.

COMPILATION PERSPIRATION

Simon [the breeder] sorted out the CHART BUSTERS 20, but allow for the fact that he's losing plenty of sleep:

CHART BUSTERS 20 OPTION 1 - F.A. CUP FOOTBALL, BRIAN JACKS (BOTH PARIS), TAU CETI.

OPTION 6 - GHOST BUSTERS, KANE, LA SWAT, DAN DARE, FORMULA 1 SIM.

HACK PACK - NINJA MASTER, RASPUTIN, RICOCHET, ZOLYX, I BALL, THRUST

PARK PATROL, HARVEY HEADBANGER, WAR CARS.

That leaves OLLIE & LISA, and AGENTXII as "specials" - the latter is a 3 part job. WAY OF FIST is likely to be HIBONKEY !

COMPLETE HOME ENTERTAINMENT ALL go OPTION 1 and only MACADAM BUMPER needs any attention. Nick Geeves reports that the 1-7 summary loader does it. Here it is,

```
1 REM: MACBUMPER: FILES MACADAM.LAY/PRG/SCR and MAC - OPTION 1, RELOCATE OFF
20 LOAD"MAC",&BKD0:FOR X=&BKD1 TO &BKDC:READ A$:POKE X,VAL("&"+A$):NEXT
30 POKE &BF37,82: CALL &BKD0
40 DATA B0,AE,11,88,A9,08,07,CD,CE,BC,0,0
50 REM POKE IN LINE 30 ONLY NEEDED IF YOU HAVE A FILE WITH SUFFIX .SCN
```

COMPUTER HITS 4, revisited Glenn Bantock rates DEACTIVATORS and TRIAXOS both as HACKPACK and not as the 700+ list. There have been variations on this compilation.

OPTION 1 * = see notes following.

Latest news concerns,

ROGUE*, MAD FLUNKY*, DERVISH, MACADAM BUMPER*, BATTLESHIPS*, TWICE SHY, ASTROBALL.

Make a note of the last mentioned. As John Brown points out this is an excellent program on which to learn a few tricks about infinite lives etc. The basic program calls code routines, and these are very easily modified to suit your fancy. Try it !

Reports are down this month, not surprisingly. One version [not the compilation] of MACADAM BUMPER I have seen DID NOT run from tape on a 6128 ! Here's the simple loaders you can use for the above mentioned, plus an explanation of last month's RALLY DRIVER - but this can be done by HACK PACK anyway.

BATTLESHIPS 10 OPENOUT"D":MEMORY &7d43:CLOSEOUT:LOAD"ELITE.BAS":CALL &7d44

MAD FLUNKY 10 OPENOUT"D":MEMORY &1ff:LOAD"????":CALL &200

RALLY DRIVER Confusion over last issue explanation of what to do with the loader was caused by the fact that the last line carries the FILENAME, yes, but in ASCII numeric values ! Also name the basic loader something totally different, or "FRKD" problem arises ! Try the last line [of DATA] as 125 DATA &52,&41,&4C,&4C,&59,-1. Line 122 is just DATA &21,&99,&01 and second byte in line 123 is 5.

ROGUE Alastair Scott sorted this out as follows. Transfer all with OPTION 1. Erase ROGUE.BAS and SCR.BIN and rename ROGUE.BIN to R.BIN. Type in the following, save it as ROGUE, and run it. Saved games will still be to tape - not so bad really !

```
10 MODE 1: FOR A = &be80 TO &be94: READ B$
20 POKE A,VAL("&"+B$):NEXT: CALL &BE80
30 DATA 6,1,21,94,be,cd,77,bc,21,40,0,cd,83,bc,cd,7a,bc,c3,40,0,52
```

OPTION 2 but use 2X

Just scraped in to continue the success of this OPTION - something of a surprise - DARKSIDE [use 2X]. More "offbeat" was a single report of SPINDRONE, always been OPTION 1 until now, unless I misread the report. GNOME RANGER, is a 2X job, just as expected.

OPTION 3 - Everyone uses BLITZ - don't they ?**OPTION 4** Not to be confused with the MENU OPTION !

Well worth digging back with this OPTION - especially with some older MASTERTRONIC games. I've just discovered that ASTERIX [also HACKPACK] and STORMBRINGER transfer a treat ! Full known list is :

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn.], FUTURE KNIGHT, EQUINOX, FOOTBALLER O'YEAR, LIVING DAYLIGHTS, HERBERTS DUMMY, 3 WEEKS IN WATFORD, 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD], ANGLEBALL, TANKBUSTERS[early vsn. 464 only], ON THE RUN[early versions], ASTERIX, STORMBRINGER.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill ! Recently seen a copy of BIG TROUBLE IN LITTLE CHINA - no problem. Also note that RAMPAGE will transfer with OPTION 5X, start transfer just prior to the CL2 file on the tape. BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, KNIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT. KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP SHIP BASKETBALL, DIZZY DICE, TANTUM, RADIUS*, SHANGHAI KARATE[pt.1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF], SWORD SLAYER, STAR TROOPER, GUADALCANAL, BIG TROUBLE L/C, RAMPAGE[5X].

OPTION 6 * = refer to NEWS 20.

ESPECIALLY note that the 20 CHARTBUSTERS compilation seems to include a number of OPTION 6 transfers that would normally not be - and are not listed here yet ! Seems that DAN DARE has a record of numerous loaders, each needing a different OPTION. So far there has been a version for OPTIONS 2,3,6 and HACKPACK !

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA* & re-issued ALIEN 8, GHOSTBUSTERS, MOL'C MAN & SABLE WOLF, KUNG FU MASTER [AMERICANA]

OPTION 7 The LORICIELS BIG BUST of issue 21 !

Just qualifies as a "REAL OPTION" by virtue of a couple of reports, makes the list : PRO TENNIS, SOCCER 86, 3DFIGHT, BILLY, ZOZ2099, and FIFTH AXIS. There's a few more ?

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least -

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDESHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

* ~~PRIGASIE BRIDGE [I think it's a war game], GALIVAN ['ODD, took a while for that to surface !], SUPER HERO, and a reminder of SPACE SHUTTLE.~~

SAILING is an obscure type 4, not yet sorted out - is it worth it ?

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops. SKATEBOARD KIDZ, STUNTBIKE SIMULATOR, and BIOSPHERES[Pt. 1].

Yet another TREAT for you - HACKPACK2, or HP2 as it is low voltage work. Just type this in and add it to your HACKPACK disc. It uses the other HACKPACK files, and is an "experimental" job that takes care of BLADERUNNER. Should also sort out RADZONE and others of the same ilk that we previously did under OPTION2 by saving a dummy file to tape first. Ought to be OK and give a more reliable result for the OPTION 1 "funnies" too.

10 HACKPACK2.COPYRIGHT NEMESIS 1988

20 CALL &bbff: PRINT" TAPE IN DRIVE, DISC WRITE-PROTECT OFF !":PRINT:PRINT" Hold [TAB] just before loading is over."

25 PRINT:PRINT"Press any key...":CALL &bb18

30 POKE &7fff,81:POKE &4500,93:OUT &7f00,&c5

40 IF PEEK(&7fff)<>81 OR PEEK(&4500)<>93 THEN 60

50 OUT &7f00,&c0:LOAD"gtac464.bin":GOTO 70

60 OUT &7f00,&c0:LOAD"gtac128.bin"

70 POKE &bebd,0:POKE &bebe,0:POKE &bebf,0

80 LOAD"xd38":LOAD"newD13":CALL &b000

90 POKE &bed7,&c3:POKE &bed8,&60:POKE &bed9,&be:FOR X=&be60 TO &be71:READ A\$:POKE X,VAL("&"+A\$):NEXT

95 DATA cd,7a,bc,e1,22,70,be,21,ff,bb,11,40,00,3e,ff,c3,00,00

100 CALL &bbff:TAPE:GOSUB 130:CALL &be80

110 CALL &bc6e:CLS:PRINT"PLEASE REWIND TAPE - MOTOR IS ON..... THEN PRESS ANY KEY":

PEN 1:CALL &bb18:CLS:CALL &bc71

130 POKE &be61,PEEK(&bca1):POKE &be62,PEEK(&bca2):POKE &be63,PEEK(&bca3)

135 POKE &be64,&c9:POKE &bca1,&c3:POKE &bca2,&50:POKE &bca3,&be

140 POKE &be65,PEEK(&bc7a):POKE &be66,PEEK(&bc7b):POKE &be67,PEEK(&bc7c)

145 POKE &be68,&c9:POKE &bc7a,&c3:POKE &bc7b,&55:POKE &bc7c,&be

150 RESTORE 160:FOR x=&be50 TO &be60:READ a\$:POKE x,VAL("&"+a\$):NEXT:RETURN

160 DATA cd,61,be,18,03,cd,65,be,c5,06,10,fb,76,10,fd,c1,c9

* OPTION 1.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !

MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, CYCIT, AUFW MONTY, STRIKE, PRODIGY, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], THING II, NIGHT GUNNER, MISSION GENOCIDE*, HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, SPACKED OUT, GARY LINKER, AGENTXII, OLLIE & LISA, RYGAR, DANGERMUSE, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each], FORBIDDEN PLANET, FLASH, MGT, BASIL THE GREAT MOOSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR. TERRAMEX, BASUN, NORTH STAR, DRUIDII, SLATNE, SIDEARMS, UNITRAX, SAILING, ELECTION, ROBBOT. SHORT CIRCUIT PT2.

BONZO BLITZ, OPTION4 and OPTION5 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

SPECIAL SPECIALS

This is the way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. We must have the inlay cards as proof of ownership, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

1+2 LORICIELS STRAIGHT 6 [2 SIDES]
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11 ALIENS & TARZAN
14 DEFLEKTOR, FINAL MATRIX, C. SLICKER
16 UNITRAX, TERRAMEX, SIDEARMS

SIDE

3 THING ON SPRING, THING II, BOUNDER
5 AGENTX II - COMPLETE
7 DRACULA - COMPLETE
9+10 KNIGHT GAMES [2 SIDES]
12 SOLOMONS KEY, TRANTOR, RYGAR
15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD

CRUNCH BUNCH Mark Lawrence on How to create "Stand alone binary files".

Mark wrote recently somewhat dismayed to find that some meddlers of his acquaintance were unsure of how to CREATE a stand-alone file when their programs weren't already in that form. As he says, getting even more out of Harry's files isn't too difficult. Here's Mark's succinct explanations and examples:

CREATE - This is a simple basic routine used to create a self-booting, stand alone binary file. The program is self explanatory in so far as it gives prompts for all inputs, however the file parameters must be found by the user Load address and file length can both be found using CUTEDISC or BSM, however it should be noted that while the file length figure will always be constant the address may not be correct. Some programmers change the load address in the basic loader. As you need to examine the loader program to find the entry address it is always worth while checking the start address. Some programmers hide these parameters in the program as strings, it is a simple task of finding where the appropriate string has been defined and getting the value. Other more devious methods I have come across have included CALLING the ASCII value of a set of characters (RYHB!).

If you have any pokes (ie infinite lives) you want written to the new program then press 'ESC' when asked for the file length, enter the pokes direct then type 'GOTO 60'. Remember these pokes will be permanently written into the program, so make a back-up copy of the original, you should have the original software anyway!

Once the new file has been saved the program will try to run it, the only problem I've had to date has been 'SUBTERRANEAN STRYKER' which gave an unusual syntax error when run but after crunching it, and saving 15K (33K if you count the loader and screen), it ran O.K.

```

10 MODE 1: INPUT "Old file name....";a$
20 PRINT: INPUT "Load address.....";x
30 OPENOUT "d": MEMORY x-1: CLOSEOUT
50 LOAD a$,x
60 CLS: PRINT: INPUT "File length.....";y
70 PRINT: INPUT "Entry address....";z
80 PRINT: INPUT "New file name....",a$
90 PRINT: PRINT "Saving.....";UPPER$(a$);".BIN"
100 SAVE a$,b,x,y,z :CLS: RUN a$

```

RENAME - If when you run the 'CREATE' program you get a funny looking screen then you will need a basic loader to set the screen to MODE 0. You cannot preset the screen mode then run the program as it defaults back to MODE 1. As the loader will only handle a 3 letter file name the binary file will need to be RENamed. The 'RENAME' program will do that and give you the ASCII values in hexadecimal to add to the data statement in the loader program.

```

10 MODE 1: x=1
20 FOR z=1 TO 3
30 PRINT "Enter letter";x;"of new filename - ";
40 a$=UPPER$(INKEY$): IF a$="" THEN 40
50 PRINT a$;: PRINT " - ";: PRINT HEX$(ASC(a$))
60 x=x+1: t$=t$+a$: next
70 WINDOW#1,1,40,8,11
80 INPUT#1,"Old file name in full (ie AIRCODE.BIN)",n$
90 PRINT#1,"Renaming old file": t$=t$+".bin": ren,@t$,@a$: cls#1
100 PRINT#1,"Make a note of the above numbers and substitute them for the
'xx' in line 40 of the 'LOADER' program"
110 locate 1,13: PRINT "Loading 'LOADER'": LOAD "loader.bas"

```

LOADER - The only clever part to this suite of programs, Colin's work I'm afraid I pinched it and utilised it to my own ends (WHY NOT! C.). Substitute the 3 sets of numbers you were given in the rename program for the 'xx' in line 40 and resave it under a suitable filename, this should run the offending program and cure the screen problem.

```

10 CALL &BFFF: MODE 0
20 FOR x=&B80 to &B98: read a$: poke x, VAL("&"*a$): NEXT
30 DATA 21,96,be,06,03,11,40,00,d5,cd,77,bc,e1,cd,83,bc,e5,cd,7a,bc,e1,e9
40 DATA xx,xx,xx
50 CALL &B80

```

Heres some example programs and their parameters (start,length,entry) for you to try. N.B.
* - denotes requires loader.

AIRWOLF II - 700,41492,26192 : SUBTERRANEAN STRYKER - 1000,39919,29268*
CLASSIC AXIENS - 8192,21248,8192(B1 file ex OPTION2 Transfer): BOMB JACK - 6000,35060,6000*

Mark Lawrence

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed. Rodney is an Aussie, the NO POM ROM man !

• RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

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Look at this - Bonzo News has taken on lavish surroundings ! To celebrate I thought we'd have something a bit different. [Simon thinks "lavish" means something very different ! First time he's been right today, C.]

My thinking went : "Why not look at the Bankraid 3 loader - that way everyone else will be able to make changes to suit themselves."

The loader loads in at &a000, it is the 1k file that is saved. To load it in, use 'MEMORY &9fff:LOAD name,&a000' where name is the filename of that small file (by the way, don't type those squiggly (') thingies). Once in, you can start poking around.

A mode to a saucepan - The byte at &a001 is the screen mode and can be 0,1 or 2. Poke this if you must, or alternatively move on to &a066 which determines if a screen is to be loaded. If you have saved with a screen, but don't want it then poke &a066 with a non-zero byte. If you do this, you'll have to poke &a0e0 with &30. This changes the name to take account of the fact that you've robbed it of a file!

2.5 inches more or a ;B in the bonnet - So you've got a 5 1/4 inch drive or you want to load from drive B huh ? No problem! The byte at &a05d is a call to &b0ce which resets Amsdos. Poking &a05d with &21 will stop this and allow you to run from various setups, as long as you have previously installed the required software! (sounds painful - if you want to run from drive B then type ;B). If you do this then you MUST create a basic program thus : 10 MEMORY &9FFF:LOAD name,&a000:CALL &a000

It looks pretty daft but stops basic from reverting to tape ! (you know tape - its that slow loading, painful etc. system that makes you think data is coming in at 2 baud !)

Cash in the Bank - Nope, just registers. It might interest (nice pun with Bank there) you to know that the following locations hold the following registers:-

```
&A0f6 = HL (2 bytes)
&A0f9 = DE (2 bytes)
&A0fc = BC (2 bytes)
&A0ff = A (1 byte)
&A102 = IX (2 bytes)
&A106 = IY (2 bytes)
&A109 = SP (2 bytes)
```

There. That was nice and technical - change these at will, and feel free to put any numbers you like in! Before I go, the bytes from &a10b to &a116 are the execution bytes - but that's another story (you're bored too ?!)

Once you've made all these fantastic changes save the loader with 'SAVE name ,B,&a000,&140,&a000'. Then try it out and see what happens !

Did anyone recognise last months intro line taken from a song of my choice ? If so then congratulations - You've got a wonderful taste in music. If not then take that box off of your head and come into the real world.

That's it this month - I would say "Enjoy the summer", but I seem to have missed it somehow. Oh well, where's that umbrella OPENOUT: CLOSEOUT: HELP NEIL

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus SSAE. The "complete works" 1-7, and 8 to 21 will cost £8.50.

From issue 22 the BULLETIN is only available by subscription, and as Bonzo's accountant wants standard renewal dates - issues 23 to 26 inclusive are £6. Issues 23 to 32 are £11 and back issues of any from issue 22 onwards will be £1.50 each. [ouch !].



The BIG BUST STAR WARS DROIDS

All you have to do with this is type it in and run it. Write-enabled disc in drive, DROIDS tape in Player - of course ! The loader is written to disc as well !

```
10 REM: GETS STARWARS DROIDS
20 MODE 1: FOR X=&be80 TO &bf98: READ A$: Y=VAL("&" + A$): CS=CS+Y: POKE X, Y: NEXT
30 IF CS<>30843 THEN PRINT "Who dun that ?": END
40 PRINT "TAPE IN PLAYER, DISC IN DRIVE": CALL &bb18: CALL &be80
100 DATA 21,00,c0,cd,37,bd,0e,07,11,00,a0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,00
110 DATA c0,22,1e,a0,21,ab,be,22,21,a0,21,d2,be,22,30,a0,c3,00,a0,cd,32,a0,f3,f5
120 DATA c5,d5,e5,21,00,c0,11,00,a1,01,00,0a,ed,b0,11,00,01,01,00,02,c5,ed,b0,c1
130 DATA 11,00,45,ed,b0,e1,d1,c1,f1,c9,cd,8c,bf,21,8b,bf,34,21,86,bf,06,06,11,00
140 DATA 01,d5,cd,8c,bc,e1,11,00,aa,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32
150 DATA f4,be,21,00,c0,22,df,be,21,00,40,22,e7,be,cd,d5,be,21,8b,bf,36,30,21,86
160 DATA bf,06,06,11,80,00,ed,53,e7,be,11,25,bf,ed,53,ea,be,cd,e1,be,c7,cd,8c,bf
170 DATA 21,8b,bf,34,21,86,bf,06,06,11,00,01,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00
180 DATA 3e,c9,32,3f,bf,21,00,c0,22,32,bf,cd,28,bf,21,5c,bf,11,00,47,01,80,00,ed
190 DATA b0,c3,5c,bf,31,00,a0,21,00,a1,11,00,b0,01,00,0a,ed,b0,21,00,01,01,00,02
200 DATA c5,ed,b0,c1,21,00,45,ed,b0,21,00,01,36,00,01,fe,02,ed,b0,c3,00,04,44,52
210 DATA 4f,49,44,30,21,ff,b0,11,40,00,0e,07,cd,ce,bc,c9,00
```

BONZO's PICNIC

Using a similar idea to HACKPACK this little bit of nonsense will load a game from disc [tape if you like] and on pressing TAB play will be frozen. Put your destination disc in drive, and you can save the screen to disc. Ready to edit, or dump to printer, or whatever. There will be two files, SCREEN1 holds the mode and colour info., SCREEN2 is the actual screen file. NO ! It won't work on everything ! The older the game the better, as any that use the interrupt will not work. Don't use it on files that use &BE80 as a load address [that includes HACKPACK] 'cos this does too ! Best bets are OPTION 1 type files, and if you load the games from tape you can try HACKPACK types. Just a bit of fun ! Use the short "DISPLAY" file to put your saved "screen" back on the screen.

```
10 'BONZO's PICNIC-COPYRIGHT NEMESIS 1988
15 'SKIP NAME INPUT AND OMIT A$ IN LINE 80 FOR TAPE LOADING. ADD ;TAPE TO LINE80
20 'GRAB SCREEN: MODE/BORDER/COLS IN SCREEN1. SCREEN2 IS SCREEN
30 FOR X=&be80 TO &bf87: READ A$: Y=VAL("&" + A$): POKE X, Y: CS=CS+Y: NEXT
40 IF CS<>33052 THEN END
50 CALL &bbff: INPUT "FILENAME to RUN FROM DISC "; A$
60 IF LEN (A$)>12 OR LEN (A$)<1 THEN 50 ELSE A$=UPPER$(A$)
70 PRINT: PRINT "INSERT SOURCE DISC... Press any key": CALL &bb18
80 CALL &bbff: CALL &be80: RUN A$
100 DATA f3,2a,d1,bd,22,ce,be,21,ca,be,22,d1,bd,2a,da,bd,22,d4,be,21,d0,be,22,da
110 DATA bd,2a,ec,bd,22,da,be,21,d6,be,22,ec,bf,2a,39,00,22,04,bf,21,e5,be,22,39
120 DATA 00,2a,1f,bb,7c,e6,3f,67,22,f5,be,3e,e9,32,16,bd,3e,c9,32,c8,bc,32,37,bd
130 DATA c9,00,cd,dc,be,c3,00,00,cd,dc,be,c3,00,00,cd,dc,be,c3,00,00,e5,21,e5,be
140 DATA 22,39,00,e1,c9,f3,f5,d5,e5,c5,d9,c5,cb,91,ed,49,c1,d9,3e,44,cd,00,00,d9
150 DATA ed,49,d9,28,02,18,07,c1,e1,d1,f1,c3,00,00,f3,d9,cb,91,ed,49,d9,21,15,bf
160 DATA e5,e5,cd,44,00,cd,c8,bc,21,ff,af,11,01,a6,0e,07,cd,ce,bc,cd,11,bc,21,00
170 DATA a0,77,23,e5,cd,3b,bc,e1,af,70,23,71,23,fe,10,28,0a,f5,e5,cd,35,bc,e1,f1
180 DATA 3c,18,ee,3e,2f,cd,1e,bb,28,f9,21,85,bf,34,06,07,21,7f,bf,11,00,a0,d5,cd
190 DATA 8c,bc,e1,11,40,00,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,69,bf,21
200 DATA 00,c0,22,54,bf,21,00,40,22,5c,bf,cd,4a,bf,c7,53,43,52,45,45,4e,30,67,47
```

1 DISPLAY PICNIC FILES - SCREEN1/SCREEN2

10 MEMORY &9fff:LOAD"screen1"

20 CALL &bbff:MODE PEEK(&a000):BORDER PEEK(&a001),PEEK(&a002)

30 C=0:FOR X=40963 TO 40994 STEP 2:INK C,PEEK(X),PEEK(X+1):C=C+1:NEXT

40 LOAD"SCREEN2"

50 CALL &bb18:CALL &bbff:CALL &bc02:CALL &bb4e:'restore normal cols/wipe screen on keypress

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU. £1.00 plus a GIANT SSAE gets the works. !

SUGAR-CUBE Good news and bad news. The bad news is that Steve has reluctantly decided that lack of support, reader input, and heavy printing costs has made it "unworkable". The good news is that he has done a deal with UNITED AMSTRAD USER GROUP which effectively "merges" SUGAR CUBE. All subscribers will be offered transferred subscriptions to UAUG or a refund. Being as the UAUG mag. was due to get a mention here anyway, you know what my advice is ! UAUG are at 1 MAGNOLIA CLOSE, FAREHAM, HANTS, PO14 1PX If you are not a SUGAR CUBE subscriber, then try tempting them with a £1 for a "sample" issue. Looks fine to me, PD stuff available too ! I understand Steve will keep "active".

ADVENTURE PROBE - you will recall that this was "de-listed" recently. I did make it clear that the magazine was good, there was no risk to it's future, but as I was aware of certain factors concerning a change in control I was dropping it. Bob Adams points out that this makes no difference to the readers, and potential readers - it remains the best adventure "fanzine" available. Bob is writing a regular article for it - which is another "plus". Trouble is, I dunno what the form is for getting it now ! Consider it an "in" publication anyway, and I'll check with my moles. [Not YOUR moles, Simon. They are in a most unsightly place ! Take a jelly baby and go away.]

INFINITE THINGIES and ETERNAL WOTSITS

Not much room left this month, so we'll give Gerard a breather and present some "snips".

10 REM: ANARCHY CHEAT / for OPTIONS transfer / by KEN LAIDLAW

20 MODE 1: FOR N=&b000 TO &b053:READ A\$:POKE N,VAL("&"+A\$):NEXT:CALL &b000

30 DATA 06,08,21,28,b0,cd,77,bc,21,70,01,cd,83,bc,cd,7a,bc,cd,80,01

40 DATA 06,08,21,30,b0,cd,77,bc,21,70,01,cd,83,bc,cd,7a,bc,c3,38,b0

50 DATA 41,4e,41,52,43,48,59,31,41,4e,41,52,43,48,59,32

60 DATA 21,41,b0,22,a5,01,c3,80,01,3e,c9,32,d5,38,32,e1,48,3e,e7,32

70 DATA fb,48,32,1c,49,c3,00,80

10 REM: SPINDIZZY infinite time /HACKPACK 6128 TRANSFER [NOT a 2X JOB !] / by JOHN BROWN

20 REM: FILENAME IN LINE 30 DEPENDS ON WHAT YOU CALLED IT !

30 LOAD"FILENAME":FOR ADDR=&bf17 to &bf1e:READ A\$:POKE ADDR,VAL("&"+A\$):NEXT:CALL &be80

40 DATA 3e,c9,32,5e,a8,c3,00,b0

50 REM: JOHN BROWN, 27 THE THRESHOLD, JURBY, ISLE OF MAN. RARE STAMPS !

60 REM: BROKEN ANKLE, TEACHING WIFE TO DRIVE. ALLEVIATE SUFFERING & WRITE !

HEADHUNTING in PAPUA NEW GUINEA

GRAEME GARRETT, P.O. BOX 60 ARAWA, BOUGAINVILLE, PAPUA NEW GUINEA.

Graeme obviously doesn't get too much contact with local CPC meddlers ! He writes "My knowledge of hacking is negligible. So if anyone wants to help enlighten me I would be only too glad to hear from them." I reckon he'd be glad to hear from you anyway ! Incidentally, Graeme mentions that SUPERSTUNTMAN is a straight OPTION 3, but it is a keyboard only job. Has anyone wriggled a JOYSTICK option into it yet ? I've not had a chance yet, and Simon's idea of a JOYSTICK OPTION is pretty frightening.

FINALLY

Just room to tell you that Harry's Crunchy files are still available, refer to previous issues. Regular features missing this time will return next. I never know just what to put in the Bulletin [or what to leave out, that's the tough bit !]. I need your comments as a guide, otherwise I shall continue in the same haphazard fashion ! Usual apologies for missing this and that, and guess what Simon has made out of 6 cwt. of blue-tack ? A camel with THREE humps ! That's right, Humphrey Camel - I pass. Regards, Col. NEMESIS



The BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
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SEP/OCT 1988. No. 23. THE ROYAL FAIL !

GREETINGS ! [YES - they're back, but where's Jack ?]

Well, it had to happen ! A newsletter that got written, re-written, and then scrapped. I awaited the resolution of the DISPUTE [are they afraid to call them STRIKES ?], and gathered in as much of your delayed information as possible in order to create this late but up-to-date issue.

A little of my own contentious waffle before we get on with the REAL stuff. I've noticed a tendency on the part of some hitherto respected software houses to lob out HOMOEOPATHIC SOFTWARE. That is with all the goodness removed, and with added roughage ! The rumour that OCEAN are preparing a double quick release of PARABOLIC ASTEROIDS starring BEN JOHNSON are of course absolutely true.

At least Simon restored some credibility by observing that he thought that the REAL dope-test is SYNCHRONISED SWIMMING ! Our Simon was away on his annual "hols" as the "posties" decimated our turnover and working capital. He announced that he was going FIRST CLASS as a treat. Duly engulfed in a large Jiffy bag, Simon was sealed up with the last of the 18p. stamps affixed and forced through the local collection box addressed to a questionable bordello in GREAT YARMOUTH. Three weeks after departure the same Jiffy was delivered back to BONZO TOWERS, with the address crossed out and marked "PUT AWAY - RETURN TO SENDER" ! Some hurried unwrapping revealed a pale Simon. Revived eventually with 2 bags of jelly-babies he was able to recount the full story. It seems that whilst impounded in a sorting office somewhere he heard a remark that used the phrase "Get TNT to deal with the parcels" ! As Simon said, it was rather fortunate that it was a brown Jiffy bag. Next year he's going to up the costs and travel by Telegram.

The trauma of the experience has left Simon wondering whether his mental powers have improved, because they can't get worse. The solution to Simon's Spot of last issue is quite simple, but what mess has he made for the new problem ?

A multi-thankyou to Frank Ryan who sent the most comprehensive list of recent transfers, with full notes and references. Much of the "news" is compiled from Frank's information and supported by further confirmations.

SIMON'S SPOT Translated from Simonese by the T.U.C.

Some of you thought that there was more than one reason for the failure of the basic file in the last problem. In fact they were all valid except LINE 30. Attempting to load FRED2 to &A600 will overwrite part of the disc buffer area - and havoc will ensue. The only answer to it is to load it to a suitably free address, then LOAD FRED3 to a higher address than specified. Now that it's all in memory we can lose the disc buffer, so a short bit of code should be constructed to shift FRED2 to &A600, FRED3 to &0040, and then JUMP to &0040.

Simon's present problem is of elementary proportions. He has this 35K long basic program which he has been running and modifying. Loads of variables and data in it - now that he's modified it to suit he finds that when he tries to save it to disc all he gets is a "MEMORY FULL" message. If he resets the computer, no program - and his little acne idea of pouring the excess stuff out of the machine via the joystick socket doesn't work ! What should he do ? Or is there anything he can do ? Answer next issue.

MULTI-LOADERS

The latest MULTI to reach these parts is DALEY's OLYMPIC CHALLENGE. As the wounded chap was unlucky to miss out on a medal I expect that it'll be cheap, cheap 'fore long. The main file is BLITZ5 - but the rest is NO - NO ! So, if you want to ruin your keyboard, get hold of the disc version - but DON'T pay full price for it !

There's not many that can be transferred completely from tape, there are some that are available as "SPECIALS". Even your ubiquitous MULTIFACE II falls flat on these, for much the same reason - files are loaded sequentially on completion of each section. In some cases you'll make it with BSM & BLITZ [WCLB, ROADRUNNER.] where MFII will fail.

COMPILATION PERSPIRATION

POWER PLAYS - from Power House [now extinct !].

CORRIDOR CONFLICT goes via HACKPACK, the remainder are OPTION 1 - WRATH OF OLYMPUS, FREEDOM FIGHTER, NAKAMOTO, NOCTURNE, TIME LORD, AMSTRAD SHUFFLE and BARRIER REEF.

From Frank Ryan a whole daffy of compilations explained :

10 COMPUTER HITS 2 All OPTION ONE, but remember to remove the load address in MUTANT MONTY to avoid "BAD COMMAND". The rest are, 3D STARSTRIKE, SUPER PIPELINE II, TECHNICIAN TED, ANDROID 2, CODENAME MAT, MOON BUGGY, WORLD CUP, GAUNTLET, FANTASIA DIAMOND.

10 COMPUTER HITS 3 OPTION ONE gets: HIRISK, DEVILS CROWN [just use the main file], WRIGGLER, ELIDON, GHOFF CAPES [needs loader from newsletter]. CAULDRON is OPTION2X, ON THE RUN is OPTION4, DYNAMITE DAN use HACKPACK2, and for JUGGERNAUT Frank used the "bust" from the news, I think it'll HACKPACK or something as well.

10 COMPUTER HITS 4 HACKPACK accounted for DEACTIVATORS, TRIAXOS and SPINDIZZY. OPTION2X - sorted out PULSATOR, STARQUAKE, and SACRED ARMOUR of ANTIRIAD. OPTION ONE for REVOLUTION, BRIDES OF FRANKENSTEIN and UCHI-MATA, with CITY SLICKER and DANDY both "NO-GO" and available as "SPECIALS".

FIVE STAR HITS 3 TRAPDOOR - OPTION 1 + LOADER. EXPLODING FIST - HIBONKEY. TAU-CETI - OPTION 1. TEMPEST - OPTION 3. STRIKE FORCE HARRIER - HACKPACK [Skip the first two files to transfer]. FIRELORD & ALIENS are both specials.

COMPUTER CLASSICS Not so useful this one. ZYNAPS needs the recent mini-bust. DYNAMITE DAN is HACKPACK2 again. CAULDRON2 is OPTION2X, with ALIENS and EAGLES NEST as "SPECIALS".

CODENAME MAT II This appears on one compilation in a form totally different to the original. You can tell which one it is by transferring the basic loader and noting the MASTER HACKER reference if you list it. It's too idiotic to be THE MASTER HACKER of OPTION 5 infamy - and why anyone would want to be connected with such an arrogant code-waster I don't know. Anyway, suffice to say that a few alterations to the said basic file will actually dump the confounded game to disc for you ! Here it is - self explanatory.

1 REM: MODIFIED CM2 FILE TO GET CODEMAT2 POSITION TAPE AT START OF HEADERLESS BLOCK.

2 OPENOUT"D":MEMORY &7ef:CLOSEOUT

10 RESTORE 20:a=33:q=&bf00:WHILE a<>-1:POKE q,a:q=q+1:READ a:WEND:CALL &bf00:REM LAST TWO & FIRST TWO STATEMENTS DELETED

14 RESTORE 30:FOR X=&7f0 TO &7fe:READ A\$:POKE X,VAL("&"+A\$):NEXT:REM ADDED LINE

15 ;DISC:SAVE"CMAT2",B,&7f0,&9732,&7f0:REM JUST RUN CMAT2

20 DATA 0,&08,17,&22,&97,&af,205,161,&bc,216,195,0,0,-1:REM 2ND BYTE TO &08

30 DATA f3,21,22,9f,11,22,a9,01,22,97,ed,b8,c3,7b,84:REM ADDED LINE

OPTION 1 * = see notes following.

HOPPER COPPER*, BATTLE VALLEY*, OVERLANDER*, CASTLE OF THE SKULL LORDS, CRICKET CRAZY, NINJA HAMSTER*, WRATH OF OLYMPUS, MAZIE, VECTOR BALL, 2088, KILLAPEDIE [Power House vsn.], GRIDIRON [gets Duncan's Golden Turkey Award !], SPACE TRADER, BATTLESHIPS* are reported. Last issue we reported DERVISH, correctly, but another version has appeared. The simple answer is to use HP2 - and it won't matter which version you have. CASTLE OF THE SKULL LORDS has no saved game facility - anyone fixed it ? Bob Adams would like to know. Use the standard basic loader for BATTLE VALLEY, but include MODE 0 as first command. The loaders you will need for the other "*" references are,

10 REM: HOPPER COPPER/DELETE ANONAME!/RENAME OTHERS TO COPPER1,COPPER2

20 MODE 0: OPENOUT"D":MEMORY &1FFF:CLOSEOUT:LOAD"COPPER1":LOAD"COPPER2",&2000:CALL &6069

10 REM: OVERLANDER - the loader as determined by reading BSM instructions !

20 MEMORY 41983: LOAD"OVERLAND":CALL 41984

10 REM: NINJA HAMSTER OPTION 1 LOADER

20 OPENOUT"D":MEMORY 4863:LOAD"NINJAHAM.BIN":CALL 4890

10 REM: CURRENT BATTLESHIPS OPTION 1 LOADER

20 MEMORY 32067:LOAD"ELITE":CALL 32073

OPTION 2 but use 2X

NOTHING FOR THIS - very unusual as regulars will know !

OPTION 3 - Everyone uses ELITZ - don't they ?

Still, we get a report of STREET MACHINE from Frank.

OPTION 4 Not to be confused with the MENU OPTION !

Full known list is :

BATTLE OF THE PLANETS, COPOUT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE, AVENGER(not the S'lock early vsn.), FUTURE KNIGHT, EQUINOX, FOOTBALLER O'YEAR, LIVING DAYLIGHTS, HERBERTS DUMMY, 3 WEEKS IN WATFORD, 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO(main file), DARKSTAR(FIREBIRD), ANGLEBALL, TANKBUSTERS[early vsn. 464 only], ON THE RUN[early versions], ASTERIX, STORMERINGER.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill !

THING [Players] and PRODIGY are the latest. Full know list is :-

BACK TO THE FUTURE, SPACE ACE, JOE BLADE, HIGH FRONTIER, STAR RAIDERS II, ENDURO RACER, HOWARD THE DUCK, CHMP BASEBALL, TERROR OF THE DEEP, WONDERBOY, QUARTET, NIGHTMARE, XOR, SUPERSPRINT, HIJACK, DRILLER, INTERNAT.KARATE+, TETRIS, REFLEX, FIRETRAP, CHAMP'SHIP BASKETBALL, DIZZY DICE, TANIUM, RADIUS*, SHANGHAI KARATE[pt.1], CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF], SWORD SLAYER, STAR TROOPER, GUADALCANAL, BIG TROUBLE L/C, RAMPAGE[5X]. THING, PRODIGY.

We now have sufficient reports of a "NO-GO" for HIJACK that there must now be a different version in circulation. Maybe an answer for that next time. A little "pokery doo" for PRODIGY will display the screen and set the colours correctly;

1 REM: SORT OUT PRODIGY OPTION 5 FILES

10 CALL &bbff:FOR x=0 TO 15:READ a:INK x,a:NEXT BORDER 0:LOAD"CPRODIG"

20 POKE &bf21,0:POKE &bf22,0:POKE &bf26,0:POKE &bf25,0:CALL &bf1b

30 DATA 0,20,26,25,26,0,2,8,10,12,14,16,18,22,24,16

OPTION 6 * = refer to NEWS 20.

KIKSTART II, [seen this one myself !], POOL and SNOOKER [Mastertronic], GOLDEN EGGCUP and the recent release of SPEED KING can be added to : -

ANARCHY, SWAT, GRAND PRIX TENNIS, ENERGY WARRIOR, KILLER COBRA* & re-issued ALIEN 8, GHOSTBUSTERS, MOL'C'MAN & SABRE WOLF, KUNG FU MASTER [AMERICANA]

OPTION 7 The LORICIELS BIG BUST of issue 21 !

Nothing to report here."The small list is;

PRO TENNIS, SOCCER 86, 3DFIGHT, BILLY, ZOY2099, and FIFTH AXIS. There's a few more ?

BUNLOCK Later Speedlocks

One of the files that resides on the BLITZ disc [by the name of BLITZ !], this is also on BSM1988 and takes care of at least -

ARMY MOVES - both, COBRA STALLONE, DONKEY KONG, GOONIES, GREAT ESCAPE, ARKANOID, BMX SIMULATOR, EXPRESS RAIDER, LEADERBOARD, TOURN. LEADERBOARD, MIKIE, SARACEN, TOPGUN, MINDSHADOW, LEGEND OF KAGE, VAMPIRE. HIGHLANDER[See 19], SHAO-LIN, TENTH FRAME, XEVIOUS.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

COSMIC SHOCK ABSORBERS, ATV SIMULATOR and main file of DALEYS OLYMPIC CHALLENGE are most recent notifications. The last two use the BLITZ5 file. Some of you may recall that I predicted a "new" SPEEDLOCK some months ago. BLITZ5 has been on the BLITZ disc ever since, just starting to earn it's keep ! Another "first" for BONZO ! Duncan Whyte says there's no guessing about the compilation version of WAY OF FIST - it is a BOLDXL type.

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

A small mistake in the listing for HP2 meant that it only dealt with binary files, I think that nearly all of you spotted the missing line, 120 RUN". Sorry about that - I deleted the line in the wordprocessor intending to add the command to the end of line 110, but forgot ! It has been well tested with good results reported from many of you. A little twist - remove the CALL &B000 in line 80, and add POKE &BD16,&E9. You'll then find it will cope with TIRANOG. Worth keeping in mind !

An assorted mixture of reports,

SOULS OF DARKON, SAMURAI WARRIOR [EX], BEERHUNTER, IBALL2, DRAGONS LAIR[Main file], POGO OLYMPICS[EX], WALLY WINO[LR-MOFF], CONTAMINATION[LR-ALLOW RES.], THINGY & DOODAH[EX HP2] TOBRUK [LR-ALLOW RESET].

If you have the VIRGIN tape of STRANGELOOP - then use side B and it should be no problem as a normal HACKPACK transfer. WALLY WINO will need TAB hitting as soon as "81" appears.

Note that "%" in the 700+ list invariably means ALLOW RESET as well as LAST RESORT.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL*, TOMAHAWK, TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES*, EAGLES NEST. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, ALIENS*, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, LORDS OF MIDNIGHT, DYNAMITE DAN II, CYCIT, AUFW MONTY, STRIKE, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP, THING II, NIGHT GUNNER, MISSION GENOCIDE*, HACKERII, BUMPSET STRIKE, SOLOMONS KEY, CENTURIONS, TRANTOR, BOSCONIAN, SPACED OUT, GARY LINEKER, AGENTXII, OLLIE & LISA, RYGAR, DANGEROUS, CITY SLICKER, COSTA CAPERS, DEFLEKTOR, FINAL MATRIX, ATF, DRACULA [3 parts - one side], GRYZOR and OUT OF THIS WORLD [6128 only, a FULL side each], FORBIDDEN PLANET, FLASH, MGT, BASIL THE GREAT MOUSE, INSIDE OUTING, CAMELOT WARRIORS, MACH3, ROLLAROUND, ENDURANCE, BRAVE STARR. TERRAMEX, BASUN, NORTH STAR, DRUIDII, SLAINE, SIDEARMS, UNITRAX, SAILING, ELECTION, ROBBOT. SHORT CIRCUIT PT2. INDIANA JONES-full side

BONZO BLITZ, OPTION4 TO OPTION7 transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

SPECIAL SPECIALS

This is the way to get your "specials" at just \$6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. We must have the inlay cards as proof of ownership, of course. Each month the list is extended. Any two sides make one \$6 special. Choose from;

SIDE

- 1+2 LORICIELS STRAIGHT 6 [2 SIDES]
- 4 TRIVIAL PURSUITS [BB FORMAT]
- 6 GRYZOR [6128 ONLY]
- 8 HYPERBOWL, FLYSPY, NINJA
- 11 ALIENS & TARZAN
- 14 DEFLEKTOR, FINAL MATRIX, C. SLICKER
- 16 UNITRAX, TERRAMEX, SIDEARMS
- 18 INDIANA JONES
- 20 BUBBLE BOBBLE [2-PARTS]
- 22 DRAGONS LAIR II

SIDE

- 3 THING ON SPRING, THING II, BOUNDER
- 5 AGENTX II - COMPLETE
- 7 DRACULA - COMPLETE
- 9+10 KNIGHT GAMES [2 SIDES]
- 12 SOLOMONS KEY, TRANTOR, RYGAR
- 15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
- 17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD
- 19 RIGEL'S REVENGE [BOTH PARTS]
- 21 DRAGONS LAIR I
- 23 DANDY

NEWS FROM THE GRASS ROOTS

John Brown experiencing the painful "bug" on BUBBLE BOBBLE, whereby instead of loading the final screen it crashes, wrote to FIREBIRD returning the tape to them. After 3 months and several more letters he finally received another tape. Just a compliments slip, and no letter of explanation ! The tape ? You guessed it - just the same ! If you are having difficulty contacting FIREBIRD [and would like to indulge in some time-wasting fruitless correspondence] then the address appears to be not the obvious one, but:

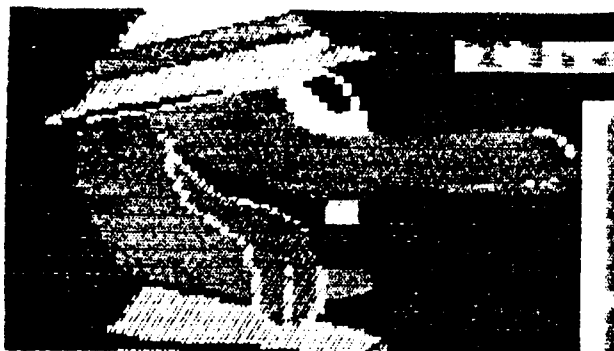
FIREBIRD SOFTWARE, B.T. MAIL ORDER
P.O. BOX 394, LONDON, N8 0QR

Paul Greenbaum found that his KDS 8-BIT printer port wouldn't work on his 6128 ! Hours on the 'phone eventually confirmed that it doesn't work on SOME 6128's - so Paul got a MARK X version that does work. In other words, it ain't bound to be your 6128 / printer at fault!

Much more encouraging was a letter I received from one of our meddlers, Mr. F. DONEGAN, the important part of which reads;

"I can help with **HARDWARE** problems, willing to give advice, I repair and can supply spares for ALL AMSTRAD computers. I can be reached on 01 - 856 - 3551 between 7pm and 10pm weekdays, or THURS/FRI/SAT between 9am and 6pm on 01 - 303 - 4750. "

That is certainly one of the most useful offers of help we have had.



THE BIG BUGS

WIBSTARS and INVASION Hotneric?

```
1 REM: bigbust for WIBSTAR. writes loader as well. tape in/disc in. run this.
10 MEMORY &a4ff: FOR X=&a500 TO &a5f8: READ A$: Y=VAL("&" + A$): CS=CS+Y: POKE X,Y: NEXT
20 IF CS=27061 THEN CALL &a500 ELSE PRINT "SIMON DUN IT - ERROR !": END
100 DATA cd,37,bd,11,40,00,06,00,cd,77,bc,eb,cd,83,bc,e5,cd,7a,bc,21,1b,a5,22,58
110 DATA 91,e1,e9,dd,22,ce,a5,22,d6,a5,ed,53,dc,a5,ed,43,d9,a5,f5,e1,22,d1,a5,3e
120 DATA c9,32,1c,91,cd,e9,a5,21,e8,a5,34,21,e1,a5,06,08,11,03,91,d5,cd,8c,bc,e1
130 DATA 11,94,02,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,56,a5,21,00,c0,22
140 DATA 41,a5,21,00,40,22,49,a5,cd,37,a5,21,40,00,22,41,a5,21,00,90,22,49,a5,cd
150 DATA 37,a5,21,92,a5,22,41,a5,22,4c,a5,21,80,00,22,49,a5,21,e1,a5,06,07,cd,40
160 DATA a5,c7,cd,e9,a5,21,e8,a5,36,30,21,e8,a5,34,21,e1,a5,06,08,11,03,91,d5,cd
170 DATA 77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,b1,a5,cd,03,91,21,00,c0,22,a4,a5
180 DATA cd,9a,a5,21,40,00,22,a4,a5,cd,9a,a5,dd,21,00,00,21,00,00,e5,f1,21,00,00
190 DATA 01,00,00,11,00,00,c3,40,00,57,49,42,53,54,41,52,30,21,ff,ab,11,40,00,0e
200 DATA 07,cd,ce,bc,c9,00,00,00,00
```

INVASION

```
10 REM: GET INVASION FILES TO DISC/ TAPE IN PLAYER DISC IN DRIVE
30 CALL &bbff: FOR X=&be80 TO &bee2: READ A$: Y=VAL("&" + A$): CS=CS+Y: POKE X,Y: NEXT
40 IF CS>11310 THEN PRINT "SIMON DUN IT !": END: ELSE CALL &be80
100 DATA cd,37,bd,06,00,11,00,40,cd,77,bc,21,f7,9b,cd,83,bc,cd,7a,bc,21,9d,be,22
110 DATA 58,9c,c3,f7,9b,21,ff,ab,11,00,a6,0e,07,cd,ce,bc,21,e2,be,34,21,df,be,06
120 DATA 04,11,00,c0,d5,cd,8c,bc,e1,11,00,40,01,40,00,3e,02,cd,98,bc,cd,8f,bc,00
130 DATA 3e,c9,32,c7,be,21,40,00,22,b2,be,21,00,9c,22,ba,be,cd,a8,be,c3,00,00,49
140 DATA 4e,56,30
```

```
1 REM THIS RUNS INVASION WITH SCREEN / OR SIMPLY RUN "INV2"
10 MODE 0: BORDER 1: FOR X=0 TO 15: READ A: INK X,A: NEXT: LOAD "inv1": RUN "INV2"
20 DATA 0,26,6,20,8,18,2,24,15,12,16,11,13,22,14,25
```

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

COLCHESTER ?

A very active group of meddlers meet regularly to sort out all manner of CPC problems. Drop a line to Trevor to get the details;

TREVOR CATTERMOLLE, 24 CROMWELL ROAD, COLCHESTER, ESSEX

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm and Saturday after lunch 'til lat'ish. Luke's phone number - 021 - 458 - 4804

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHICKLER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! PHONE is [0225] 26919 - that's BATH

RETURN TO OZ - and back again ?

Another source of pretty stamps ! *CHRIS WOODWORTH* writes from OZ that he would really like to be in touch with anyone, anywhere to correspond on HACKING, MACHINE CODE, LASER BASIC. Chris has a UK letter inverter, drop him a line;

CHRIS WOODWORTH, 35 HOMEBUSH DV., ROBINA 4226, QUEENSLAND, AUSTRALIA.

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed. Rodney is an Aussie, the NO POM ROM man !

RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus SSAK. The "complete works" 1-7, and 8 to 21 will cost £8.50.

From issue 22 the BULLETIN is only available by subscription, and as Bonzo's accountant wants standard renewal dates-issues 24 to 26 inclusive are £4.50. Issues 24 to 31 are £10 and back issues of any from issue 22 onwards will be £1.50 each [ouch !].

INFINITE THINGIES and ETERNAL WOTS ITS

Another from Gerard, a neatly sewn up EXOLON for the "SPECIAL" version.

10 'Exolon' cheat loader for 'special' version. By GERARD TOON: erratic line nos. by Colin.

20 'This replaces EXOLON.BIN and can be saved as EXOLON.BAS

50 MODE 1:SYMBOL AFTER 125

60 SYMBOL 125,255,255,255,255,255,255,255,255

70 PRINT" } } } } } } } } } } }

80 PRINT" } }

90 PRINT" } EXOLON }

100 PRINT" } }

110 PRINT" } } } } } } } } } }

120 PRINT:PRINT:PRINT

130 cs=0:FOR add=&BF17 TO &BF80:READ a\$:d=VAL("&" +a\$)

140 POKE add,d:cs=cs+d:NEXT add

150 IF cs<>&258F THEN PRINT"Data Error...":STOP

160 PRINT" Input number of lives"

180 PRINT:PRINT" (0 for infinite)";

190 INPUT lives\$:lives=VAL(lives\$):IF lives>255 THEN lives=0

200 IF lives=0 THEN s=&BF79:f=&BF7D:GOSUB 400:ELSE s=&BF73:f=&BF78:GOSUB 400:

POKE &BF7A,lives

210 ELSE s=&BF73:f=&BF78:POKE &BF7A,lives

230 PRINT:PRINT:PRINT" Infinite Ammo ? (y/n)"

240 GOSUB 410:IF z\$>"Y" THEN s=&BF6D:f=&BF6F:GOSUB 400

260 PRINT:PRINT:PRINT" Infinite Grenades ? (y/n)"

270 GOSUB 410:IF z\$>"Y" THEN s=&BF70:f=&BF72:GOSUB 400

280 CALL &BF17

290 DATA 21,00,b0,11,00,a6,0e,07,00,00,00,3e,10,01,00,00,3d,f5,cd,32

310 DATA bc,f1,b7,20,f4,21,6b,bf,35,06,07,21,65,bf,11,00,01,d5,cd,77

330 DATA bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,47,bf,21,00,c0,22,3a,bf

350 DATA cd,17,bf,f3,21,00,c0,11,00,a0,01,d0,11,ed,b0,c3,6c,bf,45,58

370 DATA 4f,4c,4f,4e,33,af,32,59,11,32,7a,1f,32,25,2a,32,25,2b,3e,00

390 DATA 32,2b,01,c3,00,01,fin

400 FOR l=s TO f:POKE l,0:NEXT:RETURN

410 z\$="":WHILE z\$="":z\$=INKEY\$:WEND:z\$=UPPER\$(z\$):RETURN

SNIPPETS

ARKANOID 2 [DISC VSN.]. Hold down R.T.F together, then press ESC, to access any level and increase score. Dave Crossman.

THINGY and THE DOODAHs, work out how to POKE &1747,0 and you'll get infinite lives. J.B.

HARRY's CRUNCHY FILES

Just in case you didn't know the "CRUNCHY FILES" are for compressing SCREEN FILE, STAND ALONE BINARY FILES, and complete HACKPACK[6128], OPTION5, BUNLOCK, and most BLITZ transfers to using much reduced disc space. £5 will get a disc holding these files, of which £2 will be passed on to Harry for his local charitable project in aid of handicapped children. Do everyone a little bit of good ! Notable "crunches" all from 61K are:

TOPGUN 52K. S.F. HARRIER 47K. 3D GRAND PRIX 43K. BRUCE LEE 39K. METROCROSS 46K. PHANTOM CLUB 48K. KONAMI GOLF 42K. all of which include screens ! The real meanies among you can achieve savings resulting in file lengths of: BALL CRAZY 24K. INTERNATIONAL KARATE+ 32K. ANGLE BALL 25K. ROCKRAID 31K. CYRUS CHESS 29K. PING PONG 21K. SPEED KING 23K. REFLEX 27K.

BANKRAID

Expanded CPC's.

BAGS OF FUN !

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130 ROBIN WAY
CHIPPING SODBURY
BRISTOL BS17 6JS

Send £6 and Disc.

Flob-adob-dob! Hello. Brain in gear, ready to go. No medals (topical, topical !) this month, but then I've never given any away, sounds like a good idea to me. For those of you who don't know what I'm on about, don't worry - nor do I ! Actually, what your witnessing is a Split Personality! (Yes, I know it was released many years ago, before the dawn of time) I've finally dug out the transfer. The reason for it is simple - I'm tackling the Specials list. Call me a Masochist - and a Sadist for making you read it ! Chom-ching-chang. Type in this listing - and slide the Bankraid III disc into drive A. Run the program with the tape in the player. Its fully automatic (uses a little trick a man standing on his head showed me (all done with mirrors)). When the Bankraid menu appears, use option 'P' to save it to a disc of your choice.

```
10 REM Bankraid III transfer of Split Personalities
20 CHAIN MERGE "SETUP"
9000 DATA 3,C3,38,00
9010 DATA f3,00,c0,00,40
9020 ;TAPE: MEMORY &2EFF: LOAD "", &2C00
9030 FOR u=0 TO 28: POKE &2F13+u, PEEK(&2D13+u): NEXT: POKE &2F23, &BF: POKE &2F2A, &BF
9040 POKE &2E02, &BF
9050 RESTORE 9070: FOR x=&2F30 TO &2F45: READ a$: POKE x, VAL("&" + a$): NEXT
9060 MODE 1: CALL &2F38
9070 DATA 01,c5,7f,ed,49,c3,00,40,21,00,2c,11,00,bc,01,00,04,ed,b0,c3,71,bc
[ type line no. 's as shown, or else ! ]
```

This next paragraph is where I get to sign off. My predictions for the Christmas? Ok. I submit. Firstly, a (no names) Amstrad mag will close down. Secondly, the CPC's will start to slip away from the major formats. (less software, John) Last of all, Bonzo News will still be here (what else did you expect?), will I though ? Anyway, I'm not studying Philosophy, bet your'e relieved. Think I'll go Alternative next week. Yes indeed, that's right loyal reader. He who laughs last laughs longest - and don't you forget it ! **NEIL**. [Neil's imminent run of examinations is getting to him - he'll be here next time ! C.]

WADAMIGONNAREADNOW?

WACCI from WACCI 59 The Green, TWICKENHAM, TW2 5TU. £1.00 plus a GIANT SSAR gets the works. ! Much better value than you get from The BULLETIN !

ADVENTURE PROBE

C/o Mrs. M. Rodrigues, 24 MAES Y CYM, LLANDUDNO, GWYNEDD, LL30 1JE.

Just the job for adventure fiends ! Includes articles by our very own Bob Adams - which proves that some meddlers can write, read AND play adventures ! Now under the control of the delightfully named Mandy Rodrigues [No Simon, Mandy is a Mrs. and the obvious adjective would NOT be suitable ! You can stop that right now, cats do NOT like jelly-babies - not stuffed up their nostrils anyway !].

Mandy will send you a sample copy of ADVENTURE PROBE for £1.25 - try it.

UNITED AMSTRAD USER GROUP MAGAZINE

1 MAGNOLIA CLOSE, FAREHAM, HANTS., PO14 1PX

Having absorbed SUGAR CUBE [that's clever !] this should continue to be a very worthwhile read. Rates are VERY low, but can I suggest you tempt them with a mere £1 for a sample issue ? It's too late to say I can't, isn't it ?

SUNDAY SPORT Says Mike Penney, or Perrey.

SUNDAY OBSERVER Says I. [Not worth wrapping JB'S in says Simon.]

BONZO'S BARGAIN BASEMENT

Not a regular feature, but there's a fair amount of "goodies" available this month, including some from me [Open to offers for Simon - runs on jelly-babies, work-rate zero] I have a DAKTARI 520STFM, as most of you know. It's had about 2 hours of attempted use, but I don't like the damn thing at all ! If you want to know the good things about the ATARI read elsewhere. Anyway, ATARI STFM, 1/2 MEG. built in drive + adaptor to use AMSTRAD CPC COLOUR MONITOR, aprox 70 discs pseudo-blank, 20 real blanks, + original software [ex WH SMITH] valued at £200. I want £300 for the whole lot. I've also got a PCW8512 c/w printer and some software in perfect condition, again - £300. A Radio Amateur friend of mine has a mint, boxed, CPC464, COLOUR, some tape software - around £160 for this hardly used computer. Contact me for any of above.

Robert Shepherd of Sutton Coldfield, TEL 021 - 353 - 5536 has loadsa goodies, CPC6128[COLOUR] + 150 DISCS(games and utilities) + TELETEXT ADAPTOR - around £400 the lot. MULTIFACE II [OLD STYLE] £15. DISK WIZARD £10. DISK DEMON £10. DMP2000 £80[offers?] SECOND DRIVE for 664/6128 £45. ROM BOX with MAXAM, ARCS, UTOPIA, RODOS, PROTEXT - £50.

NICK GEEVES 20 HORDLE ROAD, BEDHAMPTON, HANTS, PO9 4BA. TEL [0705] 482915
Nick has a few unopened tape games, say £3 each, DEACTIVATORS, DELUXE MARBLE MADNESS, IMPOSSABALL, LIGHT FORCE and DAM BUSTERS.

COMMERCIAL BREAK

Dave Crossman is producing a device to fit between your ROM BOARD and COMPUTER that will enable you to physically turn off those damn ROMS without forever unplugging the board. As you know this causes a lot of wear, is frustrating, and ROMOFF commands do not always work. There will be an indicator as to the ON/OFF condition, and a "soft" reset switch for the computer will be included. The price will be £15, and I'm looking forward to getting my one. I'll reserve judgement, as always, until I've used it - but I really have no doubt that it will do exactly as Dave says. More news next issue.

I also have a second 6128 with a 51/4 drive, and was pleased to get a test version of the BOOTSELECTOR CARD from Dave McKeever of STRATHCLYDE DEVELOPEMENTS [TEL: (0292) 541283]. The main purpose of this bit of kit is to enable you to switch drive status between A & B. This means that CPM can be run from DRIVE B [when it is nominated as DRIVE A], as can any other programs. I was intending to acquire a small quantity for re-sale, but unfortunately it didn't function on my old Cumana 51/4 drive, so I would be unable to offer any support to problems. However, Steve Brokenshire has tested it on several other 51/4's as well as the standard 3" second drive and found it to work perfectly OK. Contact Dave McKeever for price and details of this useful bit of kit - 6128 only at present.

ASTROSUITE - A MEGA ALASTAIR "UBIQUITOUS" SCOTT PRODUCTION.

Many of you will know of the programming exploits of Alastair, mucho PD. from the WACCI "goodies bag". Leaning on the basis of ORRERY [from a couple of ACU's back, and re-named Model Universe - but no connection with Armor program of same name] and the overpriced STARWATCHER program of eons past, ALASTAIR has completed his offering of a vast set of linked programs. The improved ORRERY [alias M.U.] is linked with 130K of other programs to do with SUN, MOON and PLANETS. There's 100K of instruction files too !

SSAE to Alastair gets further information - if you need it, or send £8.50 direct to Alastair who will supply ASTROSUITE on disc. Send your own disc, and it's £6.00. Cheques, Postal Orders, Cash or Olympic Medals to;

Alastair Scott, 10/3 BLACKET AVENUE, EDINBURGH, EH9 1RS.

POSTAL STRIKE ANGUISH

Our turnover was reduced to next to nothing for about a month, and unlike a "postie" I can't work overtime to recover lost trade ! It's an ill wind that blows nobody any good, so in order to inject some badly needed loot into the BONZO BALANCE I am forced to discard the profit motive in favour of turnover for a short period. Hence, until the end of October ANY "SPECIAL" disc or assortment will be £6 only. Also, provided you can show proof that you already own two or more BONZO DISC UTILITIES, you can have any other one for just £6. Now's the time to get the "extra" disc that you've only pondered before !

FINALLY [we allowed Simon to write this.]

Mi guvner sez e needs awl the info wot yew can send im fer the nex news wotall be on time erly in novembr. i ownley get too jelly babes a week so send awl yore munny and jelly to me wot dus all de wurk. I luv yew orl an ope i get loadsa stuff cos ARRrrrrggghhhhhhhhh!!



BONZO

BULLETIN

NEMESIS, 10 Carlow Road,
Ringstead, KETTERING,
Northamptonshire NN14 4DW.

Published by NEMESIS. - about ten times a year.

⁴
NOVEMBER 1988. No. 23. WHICH A.A. ?

GREETINGS ! [JACK's supposed to be in the USA - Lies !]

There he was, our Simon, with an even more glazed expression, attempting to emulate the Leaning Tower of Pisa whilst eating a mangled assortment of fish and chips from a copy of CPC COMPUTING. [It used to be called C.W.T.A., soon to become anonymous we fancy]. Anyway, tilted like that on the doormat, with more beer on his tie than you drink in a lifetime, we began to get suspicious. Very quick witted at Bonzo Towers ! A visit to A.A. was ordered, else no Jelly Babies or clean cardboard underwear for a month.

At the moment he's curled up in the fireplace studying flight information for North America. Seems he was advised to drink Canada Dry, so he wants to emigrate ! We think he went to the other A.A., NOT the motoring mob either. There's no knowing what capers they get up to in Bath ; I've had lots of fun with rubber ducks and things, haven't we all ? That's nowt to do with computers, or is it ? More news suggests that the new AMSTRAD will be pretty anonymous, HE surely doesn't mean THAT is it - does he ? The latest SHOW was something of a disaster for Traders, no less for the other Simon [the breeder] who bought THE EMPIRE STRIKES back and immediately wants to sell it ! I've done a BIG BUST for it, which will give it something useful to do - but someone out there likes it, don't they ? I'm listening.....

Hello, he's just got out of the fireplace and looking for a large airmail envelope. No Simon, You know what happened when we posted you to Yarmouth ! No, we didn't post you twice - Ah, I see the gesture has another meaning. Before the final brain damage we extracted the answer to last month's Simons Spot, and got a new problem.

SIMON'S SPOT Translated from Simonese by Ivor Grotjob.

The pickle Simon was in last month was caused by the workspace filling up with arrays and data, to such an extent that the machine couldn't organise a buffer. The best solution is to type CLEAR as a direct command - look in your handbook to see what it does. Typing NEW just won't do !

This month he has a problem with a binary file that when loaded and called still won't load in the files it's meant to. He knows that the loading routine correctly names the files it wants, everything about that is OK. He suspects that there's a CALL or JUMP to &ED16 which reverts everything to tape-loading effectively, he doesn't know the address it's at - and poking &ED16 with &c9 just crashes the program. What CAN he poke to it ? Incidentally, he knows that &ED16 is the problem because if he loads the program and pokes &ED16 with &f3, AND &ED17 with &76 the computer "hangs" when he calls the start of the file. Another question, why is that ?

MULTI-LOADERS

Latest seen is VINDICATOR, so buy the disc 'cos these make my brain hurt, and similar to Simon's rear end. If you've got the disc DON'T expect anything to "clone" it - the nearest you'll get to it is with version 5 of the French Discology, and it'll run sometimes ! On the subject of Vindicator I am assured by Jamie that OPPENHEIMER and ENOLA GAY have some special significance. Simon says "So do JB's and Carlsberg Special Brew !". I have hacked out DALEY'S OLYMPIC CHALLENGE tape, this appears on the "specials" list.

COMPILATION PERSPIRATION

To save myself some headaches I repeat the information on WE ARE THE CHAMPIONS, a perfect example of how loaders can change on compilations ! The original transfer method in brackets;

SUPERSPRINT [5], INTERNATIONAL KARATE+ [5], RAMPAGE [5X], are all now BLITZ4. RENEGADE being a multi-loader is a BLITZ main file only. BARBARIAN is as before, OPTION2X. The lesson is that if it's a compilation - anything could happen, same applies to re-issues ! Last I heard was that one version of TOMAHAWK is OPTION 1, funny ole world!

OPTION 1 * = see notes following. Latest reports:

FOOTBALL FRENZY, HOUSE OF USHER, SUNSTAR, BLUE RIBBON POOL, MURDER OFF MIAMI*, TT RACING SIMULATOR [re-hashed ENDURANCE says Alan Maybury], FA CUP FOOTBALL*, UCHIMATA*, PHM PEGASUS*

Murder off Miami needs some thought, all filenames are the same, so you'll have to do it file by file, renaming as you go. Some concern about SCOOPY DOO, which MAY now be differently constructed. Just in case it's the same as before I list the old loader for OPTION 1 transfer. The FA CUP & UCHIMATA [was a BLITZ!] files by Ian are self-explanatory.

SCOOPY DOO 10 REM: SCOOPY DOO OPTION 1 LOADER
20 OPENOUT"D":MEMORY &5db:CLOSEOUT:LOAD"ELITE":CALL &5F9

PHM PEGASUS 10 OPENOUT"D":MEMORY 20479:CLOSEOUT:LOAD"EA.BIN":CALL &5000

```
10 REM =====
20 REM      UCHI-MATA loader  [ On one compilation this was a BLITZ4 transfer ]
30 REM      By Ian Oxford
40 REM =====
50 REM      Transfer all files option 1
60 REM      This file replaces TAPE1.BAS (third file on tape)
90 REM      You can in fact ignore files up to TAPE1.BAS
110 REM =====
120 OPENOUT"d":MEMORY 699:LOAD"vic.bin",700:MODE 1:BORDER 0:OUT &bc00,1:OUT &bd00,0
130 LOAD"gre.bin",&c000:POKE 700,201:POKE &894,&cd:POKE &895,&0:POKE &896,&be
140 FOR i=&be00 TO &be06:READ a$:POKE i,VAL("&"+a$):NEXT i
150 POKE 2188,0:POKE 2189,243:CALL 700
160 DATA cd,83,bc,cd,7a,bc,c9
```

```
10 REM Use option 1 - [reloc off]
20 REM -----
30 REM Loader for FA CUP football by I.Oxford Oct 88
50 REM -----
60 CALL &bb00:CALL &bb4e:CALL &bbba:CALL &bbff:CALL &bca7:MODE 0:BORDER 0
70 FOR T=0 TO 15:READ A:INK T,A:NEXT:OPENOUT "X":MEMORY &fff:CLOSEOUT
80 LOAD"screen.bin",49152:DATA 0,15,26,10,9,2,25,18,20,1,24,11,7,16,3,6
90 REM Moves AMSDOS down to between &5000 and &10000 (disk fiddle)
100 FOR i=&10f0 TO &10fc:READ a$:POKE i,VAL("&"+a$):NEXT i:CALL &10f0
110 LOAD"code.bin":CALL &7cc0
120 DATA 01,07,00,11,00,05,21,00,10,cd,ce,bc,c9
```

OPTION 2 but use 2X

Comes back to life with some interesting stuff,

CYBERNOID II, PASSENGERS ON THE WIND [PART 0], and some "monkeying" to get MOTORBIKE MADNESS !

Motor Bike Madness is listed here because you can do it without OPTION 2, but you must use the MASTERX system ! Do the first 14K with OPTION 1, reset CPC, and leave tape in player. Now rename the disc file to B1.BIN, load GETMAST from BSM disc, put the B1 disc back in and type RUN. GETMAST will load the B1 file from disc, and then pick up the rest of the tape files, dumping them to your disc. It then only needs RUNMAST to be added, and away it'll go. A hybrid hybrid, no less !

OPTION 3 - Everyone uses BLITZ - don't they ?

No, not everybody. ADVANCED PINBALL SIMULATOR with OPTION 3 or PICBONK RALLY DRIVER by ALTERNATIVE with BONKEY. The latter game is NAFF says a sad purchaser.

OPTION 4 Not to be confused with the MENU OPTION !

Full known list is :

BATTLE OF THE PLANETS, COFOOT, FROSTBYTE, JACK THE NIPPER, EVERY WALLY, SAS STRIKEFORCE, AVENGER[not the S'lock early vsn.], FUTURE KNIGHT, EQUINOX, FOOTBALLER O'YEAR, LIVING DAYLIGHTS, HERBERTS DUMMY, 3 WEEKS IN WATFORD, 2112AD, NEXOR, ARKHAM MANOR PT2., FRANK BRUNO[main file], DARKSTAR[FIREBIRD], ANGLEBALL, TANKBUSTERS[early vsn. 464 only], ON THE RUN[early versions], ASTERIX

Note that I've deleted STORMBRINGER, as apparently it becomes unplayable. Previous mini-bust should be used instead.

OPTION 5 Not to be confused with the MENU OPTION ! * = reported terminally ill ! Keeps on going does this one. Latest news gives us *RUN FOR GOLD*, *HOTSHOT*, and *JOE BLADEII* to add to the list below. *RUN FOR GOLD* wasn't originally an OPTION5 - so careful with this one. I'm still waiting to see a "no-go" *HIJACK* as reported last month. *BACK TO THE FUTURE*, *SPACE ACE*, *JOE BLADE*, *HIGH FRONTIER*, *STAR RAIDERS II*, *ENDURO RACER*, *HOWARD THE DOCK*, *CHMP BASEBALL*, *TERROR OF THE DEEP*, *WONDERBOY*, *QUARTET*, *KNIGHTMARE*, *XOR*, *SUPERSPRINT*, *HIJACK*, *DRILLER*, *INTERNAT.KARATE+*, *TETRIS*, *REFLEX*, *FIRETRAP*, *CHAMP'SHIP BASKETBALL*, *DIZZY DICE*, *TANIUM*, *RADIUS**, *SHANGHAI KARATE[pt.1]*, *CHAMP. SPRINT. METAL ARMY. GB AIRRACE[MF]*, *SWORD SLAYER*, *STAR TROOPER*, *GUADALCANAL*, *BIG TROUBLE L/C*, *RAMPAGE[5X]*. *THING*, *PRODIGY*.

OPTION 6 * = refer to NEWS 20.

BARBARIAN II by *PSYGNOSIS*, not to be confused with the *PALACE* game can be added to; *ANARCHY*, *SWAT*, *GRAND PRIX TENNIS*, *ENERGY WARRIOR*, *KILLER COBRA** & re-issued *ALIEN 8*, *GHOSTBUSTERS*, *MOL'C MAN & SABLE WOLF*, *KUNG FU MASTER [AMERICANA]*, *KIKSTARTII*, *GOLDEN EGGCUP*, *POOL & SNOOKER [mastertronic]*, *SPEED KING [re-release]*.

OPTION 7 The *LORICIELS BIG BUST* of issue 21 !

Still nothing to report here. The small list is;

PRO TENNIS, *SOCCER 86*, *3DFIGHT*, *BILLY*, *BOXZ009*, and *FIFTH AXIS*. There's a few more ?

BUNLOCK Later Speedlocks

One of the files that resides on the *BLITZ* disc [by the name of *BLITZ !*], this is also on *BSM1988* and takes care of at least -

ARMY MOVES - both, *COBRA STALLONE*, *DONKEY KONG*, *GOONIES*, *GREAT ESCAPE*, *ARKANOID*, *BMX SIMULATOR*, *EXPRESS RAIDER*, *LEADERBOARD*, *TOURN. LEADERBOARD*, *MIKIE*, *SARACEN*, *TOPGUN*, *MINDSHADOW*, *LEGEND OF KAGE*, *VAMPIRE. HIGHLANDER[See 19]*, *SHAO-LIN*, *TENTH FRAME*, *XEVIOUS*.

BONZO BLITZ - THE SPEEDLOCK CRACKER ; New reports:

SLAINE [BLITZ4], and naturally *ADVANCED PINBALL SIMULATOR* are the latest.

HACK PACK

Note that LR = LAST RESORT. KX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.

Acouple of reports only. REMEMBER that HP2 makes light work of nearly all OPTION 1 types.

PEGASUS BRIDGE, and *MR FREEZE [FIREBIRD ISSUE]* are both HP2, so I am assured.

Note that "%" in the 700+ list invariably means ALLOW RESET as well as LAST RESORT.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via *BANKRAID* on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with *BANKRAID* !

MOONCRESTA, *STARSTRIKE2*, *DRUID*, *NICK FALDO PLAYS SOMETHING*, *GET DEXTER*, *SAI COMBAT*, *NIGHT GAMES (2 full sides)*, *ZAXXON*, *BOUNDER**, *THING ON A DING**, *ROCKY HORROR*, *STAINLESS STEEL**, *TOMAHAWK*, *TRIVIAL PURS** (main file only), *TLL**, *FIGHTING WARRIOR*, *MERMAID MADNESS*, *STARGLIDER*, *NODES OF YESOD*, *SPLIT PERSONALITIES**, *EAGLES NEST. KNIGHT RIDER*, *BIGGLES*, *MISSION ELEVATOR*, *TARZAN*, *HYPERBOWL*, *NINJA*, *FLYSKY. HOLLYWOOD OR BUST*, *DANDY*, *ALIENS**, *SUPERSLEUTH*, *FEUD*, *SUPERMAN*, *THAI BOXING*, *LORDS OF MIDNIGHT*, *DYNAMITE DAN II*, *CYCIT*, *AUPW MONTY**, *STRIKE*, *ONE*, *MERCENARY*, *AMAZING SHRINKMAN*, *MOVIE*, *BACTRON*, *INFODROID*, *AMERICA'S CUP*, *THING II*, *NIGHT GUNNER*, *MISSION GENOCIDE**, *HACKERII*, *BUMPSET STRIKE*, *SOLOMONS KEY*, *CENTURIONS*, *TRANTOR*, *BOSCONIAN**, *SPACED OUT*, *GARY LINEKER*, *AGENTXII*, *OLLIE & LISA*, *RYGAR*, *DANGERMUSE*, *CITY SLICKER*, *COSTA CAPERS*, *DEFLEKTOR*, *FINAL MATRIX*, *ATF*, *DRACULA [3 parts - one side]*, *GRYZOR* and *OUT OF THIS WORLD [6128 only, a FULL side each]*, *FORBIDDEN PLANET*, *FLASH*, *MGT*, *BASIL THE GREAT MOUSE*, *INSIDE OUTING*, *CAMELOT WARRIORS*, *MACH3*, *ROLLAROUND*, *ENDURANCE*, *BRAVE STARR*, *TERRAMEX*, *BASUN*, *NORTH STAR*, *DRUIDII*, *SIDEARMS*, *UNITRAX*, *SAILING*, *ELECTION*, *ROBBOT. SHORT CIRCUIT PT2*, *INDIANA JONES-full side*, *MASTERS OF THE UNIVERSE*, *FAIR MEANS OR FOUL*, *DALEY'S OLYMPIC CHALLENGE [6128 ONLY]*.

*kickNB.*kickNB.* Some of these in compilations DO transfer, usually OPTION 1.

BONZO BLITZ, *OPTION4* TO *OPTION7* transfers are removed, but they are still available if needed. Charges: £12.50 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them ! NOTE: NEWSLETTER SUBSCRIBERS PAY only £10 per SPECIALS DISC.

SPECIAL SPECIALS

This is the way to get your "specials" at just £6 per disc. We supply the disc and postage. A "standard" set of discs enable me to quickly copy the masters, saving copying and searching time. *We must have the inlay cards as proof of ownership*, of course. Each month the list is extended. Any two sides make one £6 special. Choose from;

SIDE

1+2 LORICIELS STRAIGHT 6 [2 SIDES]
 4 TRIVIAL PURSUITS [BB FORMAT]
 6 GRYZOR [6128 ONLY]
 8 HYPERBOWL, FLYSPY, NINJA
 11 ALIENS & TARZAN
 14 DEFLEKTOR, FINAL MATRIX, C. SLICKER
 16 UNITRAX, TERRAMEX, SIDARMS
 18 INDIANA JONES
 20 BUHLE BOHELE [2-PARTS]
 22 DRAGONS LAIR II
 24 DALKYS OLYP. CHALL. [6128]

SIDE

3 THING ON SPRING, THING II, BOUNDER
 5 AGENTX II - COMPLETE
 7 DRACULA - COMPLETE
 9+10 KNIGHT GAMES [2 SIDES]
 12 SOLOMONS KEY, TRANTOR, RYGAR
 15 BOSCONIAN, MISSION GENOCIDE, ENDURANCE
 17 LORDS OF MIDNIGHT, CAMELOT WRRS, NODES YESOD
 19 RIGEL'S REVENGE [BOTH PARTS]
 21 DRAGONS LAIR I
 23 DANDY
 24 FAIR MEANS OR F, MAST/UNIVERSE, AGENT ORANGE

DOO DAH

Just to remind that it exists, and despite the fact that it is NOT a "cloner" it does make good back ups of all know GRIMLIN discs, including *MICKY MOUSE*.

WHAT'S NEW PUSSYCAT ?

Not a lot, but thought you'd like to know that the current BSM incorporates a chiselled-out database from BIG BATCH carrying the useful info on 790+ transfers. It's usable and amendable - what finer reason for a £3.00 update ? OK, a live BIG BUST may be better - but who's knocking what ? Don't do that Simon - it'll break off.

ABPATCH = BBPATCH

This is your Xmas "goody", published now in case we are not able to squeeze another issue in before then. I think we will- but MORE reports will be needed to make it up to scratch! With the plethora [look it up, Simon] of non-standard DRIVE B drives about I am getting more and more requests for information on how to RUN games from DRIVE B. As all of you should know, DRIVE B is essentially a DATA storage medium for the likes of word thingies. By tradition CPM boots only from A, so why should AMSDOS be an exception ? Now, games that have a basic loader will invariably run direct from drive B without any hassle, whereas those with a binary first file will not. This is because a call to &BOCE must be made - thus resetting the default drive and standard formats [sounds familiar ?]. A single [stand-alone] binary file will run OK. You will know that we manage to retain BIGBONZO format for games by using the file BBPATCH, which simply intercepts the &BOCE call and re-instates the BIGBONZO format. It occurs to me then that a suitable change to BBPATCH could enable it to,

- [1] AUTOMATICALLY DETECT THE DRIVE IT IS RUNNING FROM.
- [2] LIKEWISE DETECT THE FORMAT IT IS RUNNING UNDER.
- [3] PRESERVE THESE FOR THE LOADING OF SUBSEQUENT FILES.

It would also be nice if the "PATCH" could somehow relocate itself as needed to avoid being overwritten by the incoming file, which would send everything haywire - and to work regardless of the type of format from which BBPATCH, suitably renamed to match the game, was run under. A tall order - or an 80' scaffold pole ? Yes, even one of those Simon !

```

5000 FOR X=&c0 TO &16f: READ A$: y=VAL("&"+A$): POKE X,y: cs=cs+y: NEXT A$: "FILENAME"
5010 REM: EXCLUDE FILETYPE. [ EG. USE "FILENAME" NOT "FILENAME.BIN" ]
5020 IF cs<>19373 THEN PRINT "ERROR !": END
5030 K=1: FOR X=&12c TO &12c+(LEN(A$)-1): Y=ASC(MID$(A$,K,1)): POKE X,Y: K=K+1: NEXT CALL &c0
5040 DATA 21,ce,bc,e5,11,29,01,01,03,00,ed,b0,e1,3e,cd,77,11,ef,00,23,73,23,72,11
5050 DATA 00,90,21,2c,01,06,08,cd,77,bc,cd,34,01,eb,cd,83,bc,e5,cd,7a,bc,e1,e9,e5
5060 DATA d5,c5,f5,3a,4c,be,cb,47,28,09,21,40,00,22,07,01,22,18,01,2a,42,be,11,00
5070 DATA 00,19,11,00,be,01,19,00,c5,d5,ed,b0,cd,29,01,21,00,00,ed,5b,42,be,19,eb
5080 DATA e1,c1,ed,b0,f1,c1,d1,e1,c9,00,00,00,20,20,20,20,20,20,20,20,f5,d5,e5,c5
5090 DATA 7a,b7,28,08,3d,28,05,c1,e1,d1,f1,c9,cd,7d,bc,21,c0,00,11,c0,a5,01,90,00
5100 DATA ed,b0,21,ff,a5,3e,a6,77,2e,dc,77,2e,c6,77,3d,25,2e,d2,77,af,21,e2,a5,77
5110 DATA 23,77,23,77,c3,c0,a5,00

```

There it is then ! About the only thing that'll beat it is a file that relocates itself straight over the patch [unlikely, but fixable] - or a file that resets the operating system before the &BCC call. The latter could be solved with suitable pokes to &BCC8, &HD37, &HD16 in the BEPATCH file before A\$ is actually run. Perhaps a VERY small percentage will refuse to behave. So to recap, any drive, any format that is current, and away it will go. You already know how to use BEPATCH, so this revised one will represent no problem to you. What about a BASIC loader that includes a line RUN"FILENAME", FILENAME being a binary file ? Simple ! Delete the RUN command, replace with GOTO XXXX, with BEPATCH being appended to the loader starting at line number XXXX.

REMEMBER that the whole point of this is that provided BEPATCH is the first file of your game it will not matter what drive or format you run it from [The old BEPATCH was BIGBONZO, drive A specific.]

If you "CRUNCH" files via Harry's super crunchy job, then DON'T specify BIGBONZO if you want to take advantage of the DRIVE B aspect. Crunch for normal format, THEN incorporate the new BEPATCH. At this point new readers are removing their brains for adjustment.

Some of you format to 80 tracks on those "funny" drives, and may be stuck for something to set up the drive if you are using the BOOTSELECTOR card to nominate your second drive as DRIVE A. I should add at this point that the BOOTSELECTOR card is an excellent and convenient way of utilising your DRIVE B funny to the full. For example you will be able to run CPM under it, whereas BEPATCH is only applicable to AMSDOS applications. If you're keen on CPM then you know all about the GRADUATE CPM ROM - if you don't - find out because it's quite brilliant if a little costly for blue meanies.

Anyway, I digress. The BIGBONZO set-up file can be modified to account for 80 track formatted discs, to enable drive A, B, or both to recognise the enlarged format, and thus enabling the use of the revised BEPATCH. Here begins the listing for GIANT FORMAT initialisation [is that spelt rite ?]

```
10 CLS:L$=" 80 tracks SET for "
20 A=PEEK(&be42)+256*(PEEK(&be43)):B=A+64
30 PRINT"SET-UP FOR DRIVE [A], [B], or bot[H] ? "
40 IF INKEY(69)<>-1 THEN 60 ELSE IF INKEY(54)<>-1 THEN 70 ELSE IF INKEY(44)<>-1 THEN 80
50 WHILE INKEY$<>"" :WEND:GOTO 40
60 CLS:PRINT L$+" DRIVE [A]":P=A:GOSUB 90:GOTO 110
70 CLS:PRINT L$+" DRIVE [B]":P=B:GOSUB 90:GOTO 110
80 CLS:PRINT L$+" DRIVE [A] & [B]":P=A:GOSUB 90:P=B:GOSUB 90:GOTO 110
90 RESTORE:READ A$:FOR X=1 TO (LEN(A$)-1) STEP 2:Y=VAL("&"+MID$(A$,X,2)):POKE P,Y:P=P+1
91 NEXT:RETURN
100 DATA "2800040f01c7003f00000010000000010a1630e502040000ff"
110 CAT
```

The DATA in line 100 MAY be different according to your format data. Modify if needed. For that matter DOO DAH can be modified to format 80 tracks, but that's another story ! WHATEVER you do, DO NOT try to format to 80 tracks on a regular 3" drive, DD1, FD1 or otherwise !

RENAME OPTION 5 FILES

John, now resident in Peterboro' after a short tail (!) of woe in I.O.M., returns with a nifty way of re-naming those awkward OPTION5 files that always seem to begin with a "C". Your job for the month might be to find out exactly why this happens - and it's not a bug! Here's John's file, we reckon it should be OK for a 464 as well, but you'll fix it anyway.

```
10 REM: OPTION5 RENAME: JW BROWN 1988
20 INV$=CHR$(24):MODE 1:PRINT INV$;" RENAME OPTION 5 TRANSFER FILES ";INV$
30 PRINT:PRINT"Filenames to be ";inv$;" EXACTLY ";INV$;" 7 LETTERS LONG."
40 PRINT:PRINT:PRINT:INPUT"OLD FILENAME :";OLD$
50 PRINT:INPUT"NEW FILENAME :";NUS$
60 IF LEN(OLD$)<>7 OR LEN(NUS$)<>7 THEN RUN
70 PRINT:PRINT" DISC IN DRIVE - PRESS ANY KEY":CALL &BB18
80 L$=".BIN":FOR X=1 TO 3:A$=NUS$+CHR$(X+&30)+L$:B$=OLD$+CHR$(X+&30)+L$:REN,@A$,@B$:NEXT
90 OLD$=OLD$+L$:LOAD OLD$
100 FOR X=1 TO 7:POKE &bf6e+X,ASC(MID$(NUS$,X,1)):NEXT
110 SAVE NUS$,B,&bf1b,&6a,&bf1b:ERA,@OLD$
120 MODE 2:CAT:REM: SIMON used NUS$ instead of NUS$ - WOW ! - don't do it !
```

THE BIG BUST ?

The
EMPIRE
STRIKES BACK

The transfer is
possibly more
fun than
the game.
Just as tough
to type in !

Well, the piccy is better than the loading screen. Tough bit first - transfer the first file from the tape with OPTION 1. Load it from your disc, and then alter line 80 to read;
80 SAVE"EMP",B,33979,225,34141

Now type RUN [ENTER]. The file EMP will be written to disc. Erase EMPIRE.BAS. OK so far ? The tape should be in the right place, so leave it there, and type in this transfer file. Now run it [did you save it just in case ?] and the rest of the game will be collected from tape and dumped to the disc. Just RUN"EMPIRE", and THE UMPIRE BIKES HACK !

```

10 REM: EMP is saved from EMPIRE STRIKES BACK LOADER. TAPE WOUND PAST BASIC LOADER
20 REM: THEN RUN THIS. RUN EMPIRE FROM DISC WHEN TRANSFER COMPLETE
30 MEMORY &8000: LOAD"EMP":CLS
40 POKE &857d,&80: POKE &857e,&be: POKE &858c,&c0
45 POKE &8599,&c4: POKE &859a,&be: POKE &855f,&f3
50 FOR X=&be80 TO &bf85: READ A$: Y=VAL("&" + A$): POKE X,Y: CS=CS+Y: NEXT
60 IF CS<>31703 THEN PRINT"ERROR-WHODUNNIT?" ELSE CALL &855f
70 DATA f3,cd,bb,84,e5,f5,01,00,f6,ed,49,cd,95,be,fb,10,fd,f1,e1,f3,c9,21
80 DATA 68,bf,34,06,07,21,62,bf,11,23,01,d5,cd,8c,bc,e1,11,f4,01,01,00,80
90 DATA 3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,b4,be,21,00,c0,11,00,40,cd,69
100 DATA bf,c9,11,32,80,21,00,04,cd,69,bf,cd,ba,be,21,68,bf,36,30,21,ea,be
110 DATA 22,aa,be,22,9f,be,21,a0,00,22,a7,be,06,06,cd,9b,be,c7,21,ff,ab,11
120 DATA 40,00,0e,07,cd,ce,bc,21,68,bf,34,21,62,bf,06,07,11,23,01,d5,cd,77
130 DATA bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,0c,bf,cd,7c,bf,21,00,c0,22,ff
140 DATA be,e5,cd,f5,be,f3,cd,23,01,3e,1e,06,ff,cd,74,bf,10,fb,3d,20,f6,cd
150 DATA 7c,bf,21,00,04,22,ff,be,cd,f5,be,e1,22,ff,be,cd,f5,be,f3,21,51,bf
160 DATA 11,80,03,01,20,00,ed,b0,c3,80,03,31,00,01,21,00,c0,11,00,86,01,00
170 DATA 3a,ed,b0,c3,00,80,45,4d,50,49,52,45,30,22,9f,be,ed,53,a7,be,cd,95
180 DATA be,c9,c5,06,ff,00,10,fd,c1,c9,01,01,bc,ed,49,04,0d,ed,49,c9,00,00
  
```

If you are itching to get your hands on the tape for this, then Simon Simpson has a mint one, like new, for just a fiver ! Be quick,

SIMON SIMPSON, 29 DERRY LANE, MENSTONE, ILKLEY, WEST YORKSHIRE. LS29 6NQ

NEWSLETTER NEWS

Back issues of the old-style newsletters are still available. The de-waffled summary of issues 1 to 7 is £1.75. Issues 8 to 21 at 50p. each plus S&A&E. The "complete works" 1-7, and 8 to 21 will cost £8.50.

From issue 22 the BULLETIN is only available by subscription, and as Bonzo's accountant wants standard renewal dates-issues 25 to 26 inclusive are £3.00. Issues 25 to 31 are £9 and back issues of any from issue 22 onwards will be £1.50 each [ouch !].

WANNA BE A STAR ?

TREW STEWART of 57 GALT AVENUE, IRVINE, SCOTLAND, KA12 0NX seeks someone with a good ledge of M/Code to co-write a couple of games [Arcade ?]. Now's your chance !

BANKRAID

Expanded CPC's.

BAGS OF FUN !

by, and available
from ,

NEIL MacDOUGALL
130 ROBIN WAY
CHIPPING SODBURY
BRISTOL BS17 6JS

Send £6 and Disc.

Wow, pretty funky hey? Here we are, RAIDERS INC. Straight into the stuff we shall go!. The transfers this month are all courtesy of Brenton Nicholson (applause please)(thank you). They are all for Raid 2, although if you own Raid 3 (what taste you have!) then you can still use them.

For each listing, Raid 2 users should run Install from their discs and then use Dummy* to create a fake Info file when the transfer has taken place. Then use Grabs wag as normal. You will need to alter the execution bytes (using Alter) to what each program says. Raid 3 users can Run "INSTALL" from the Raid 3 disc. This installs Raid 3 as if it were Raid 2. You too need to alter the exec bytes, but use the Alter option, then save it all to disc with option 'P' ! [* I use Simon, naturally. Col.]

Bosconian (hey, that's on the specials list!) [YEP ! C.]

```
1 REM Bosconian - Alter execution bytes to c3,37,04
10 MEMORY &3FFF:MODE 1:check=0:FOR loop=&140 TO &15b
20 READ s$:s=VAL("&" + s$):check=check+s:POKE loop,s:NEXT loop
30 IF check > 2157 THEN PRINT "Ooopss, Derrrs a data error boss.":END
40 !TAPE:LOAD "!",&4000:PRINT "Here we go, here we go, here we go.":CALL &140
50 DATA 21,00,04,11,7f,26,3e,16,cd,a1,bc,21,54,01,22,32,04,c3,00,04,01,c6,7f,ed
60 DATA 49,c3,00,40
```

Aufw Weider Monty

```
1 REM Aufw Monty - Alter execution bytes to c3,00,80
10 !TAPE:MODE 1:check=0:FOR loop=&d6 TO &fe
20 READ s$:s=VAL("&" + s$):check=check+s:POKE loop,s:NEXT loop
30 IF check > 4353 THEN PRINT "Capuutt, Derrrs a data bodge guv.":END
40 PRINT "Hold tight.":CALL &d6
50 DATA af,67,6f,5f,16,c0,47,cd,77,bc,21,00,01,cd,83,bc,cd,7a,bc
60 DATA 3e,c3,32,8e,01,21,f7,00,22,8f,01,c3,00,01,01,c6,7f,ed,49,c3,00,40
```

My word processor tells me I'm on line 33, so I shall wrap up quickly! If anyone has any ideas as to what they would like to see (software wise!) for the Amstrad, I'd be glad to hear (so long as it has NOTHING to do with tape to disc!). If more than 2 people reply, then I might not be able to reply to you all (I suspect this is wishful thinking!), you could also send your ideas to Colin (Oh dear, has that put me in his bad books?) or even Simon (I believe he's writing a Jellybaby simulator (I reckon he likes all the research involved!)). A fresh injection of NEEDED software is required, so screw your head back on and get to it! [Exit Simon trying to screw his head off. ~~~~~ ?]

That's me for another month, and remember : if you could fit all the stuff on all of your discs onto one disc, what would you do with the disc box?

TA-RA.....NEIL

BONZO'S BARGAIN BASEMENT

First note that I have heard nothing that would enable me to advise the use of a firm called MICROCHIPS [also known as PROMPT DATA] of somewhere south. I also have good evidence of an intolerant policy by MARTECH, "CASH IT and FORGET IT" style.

Better stuff may interest the users of the good old DMP1 printer. Jim Morton has a number of goodies he has written to change the output of this printer into something special. There's a Font Designer, Logo Designer AND a Screen Dump too. I couldn't test this - ain't got a DMP1 - but I reckon a disc plus £6 and a bit for postage sent to Jim would delight !

JIM MORTON, HILLVIEW, SORABA MEADOW, ARDFERN, LOCHGILPHEAD, ARGYLL, SCOTLAND, PA31 8QR.

COMMERCIAL BREAK**ASTROSUITE - A MEGA ALASTAIR "UBIQUITOUS" SCOTT PRODUCTION.**

Many of you will know of the programming exploits of Alastair, mucho PD. from the WACCI "goodies bag". Leaning on the basis of ORRERY [from a couple of ACU's back, and re-named Model Universe - but no connection with Arnor program of same name] and the overpriced STARWATCHER program of eons past, ALASTAIR has completed his offering of a vast set of linked programs. The improved ORRERY [alias M.U.] is linked with 130K of other programs to do with SUN, MOON and PLANETS. There's 100K of instruction files too !

SSAE to Alastair gets further information - if you need it, or send £8.50 direct to Alastair who will supply ASTROSUITE on disc. Send your own disc, and it's £6.00. Cheques, Postal Orders, Cash or Olympic Medals to;

Alastair Scott, 10/3 BLACKET AVENUE, EDINBURGH, EH9 1RS.

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day.

[0933] 623967.

COLCHESTER ?

A very active group of meddlers meet regularly to sort out all manner of CPC problems. Drop a line to Trevor to get the details;

TREVOR CATTERMOLLE, 24 CROMWELL ROAD, COLCHESTER, ESSEX

Trevor himself is very keen on hardware, roms et al, as indicated by an interesting letter just received from him. Keep on meddling, Trev !

Luke Ireland Offers help on all aspects of "meddling". Fridays after 6pm and Saturday after lunch 'til lat'ish. Luke's phone number - **021 - 458 - 4804**

STEWART C. RUSSELL, he who sorts out all the problems in MY programs [it's the University environment that does it !] will be happy to help where he can - by LETTER ! Just as well considering the cost of phone calls to SCOTLAND ! Write to Stewart at,

140 CAPELRIG ROAD, NEWTON MEARNS, GLASGOW, G77 6LA

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine, a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK ! **PHONE is [0225] 26919 - that's BATH.**

BONZO ON ROM ?

Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed. Rodney is an Aussie, the NO POM ROM man !

RODNEY TIPPING 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA.

WADAMIGONNAREADNOW?

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ADVENTURE PROBE

C/o Mrs. M. Rodrigues, 24 MAES Y CYM, LLANDUDNO, GWYNEDD, LL30 1JE.

It's real Dandy, Mandy ! Pleased to report that Sandra is now out of hospital and doing well. ADVENTURE PROBE includes articles by our very own Bob Adams. I've just read the last one, makes me wish I could find time to play some adventures - or even write one.

Mandy will send you a sample copy of ADVENTURE PROBE for £1.25 - try it.

UNITED AMSTRAD USER GROUP MAGAZINE

1 MAGNOLIA CLOSE, FAREHAM, HANTS., PO14 1PX

Stirred in with SUGAR CUBE recently, this is a very worthwhile read. Rates are VERY low, but can I suggest you tempt them with a mere £1 for a sample issue ?

FINALLY

Get out, Simon - we got nothing from your last effort except bags of Jelly Babies. Simon retreats, sulking, back into the fireplace. Grate, innit ! Next news SHOULD be out just before the entire staff really go to Canada. Depart 14th. December, return 5th. January. So, no Monday clinic, specials or other stuff during that time ! To get the December issue really bang-on I need YOUR news, PLEASE ! Stuff it on a postcard, the back of a fiver, or anything ! I've got stacks of stuff from you all for infinite lives, meddles and so on, t it's transfer news that is badly needed. Compilations, or anything will help. Meddlers

you, do not collect 5000, do not pass go, but do send a scribble.

shall we do for a new proggie ? Any ideas anyone ? Regards....

Colin